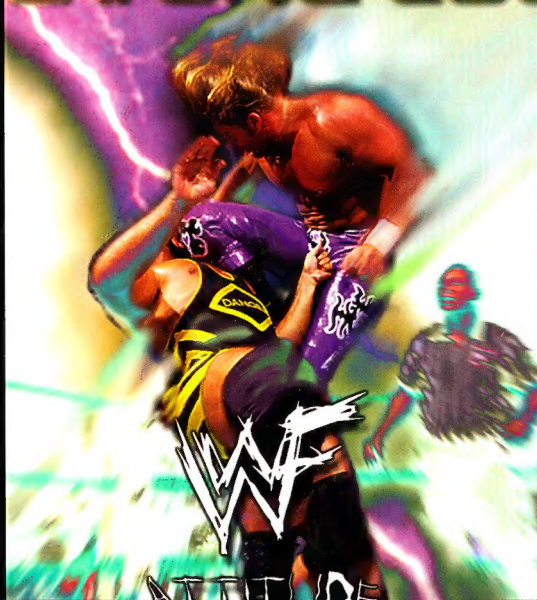# Q64

Beetle Adventure Racing!
FIND ALL THE SECRET BOXES!

Disney • PIXAR
a bug's life
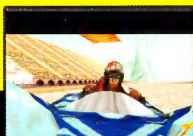STRATEGIES & TIPS

STONE COLD GAMING!

WWF ATTITUDE.

GEX³
DEEP COVER GECKO

GEX 3 16

Check out what's inside:
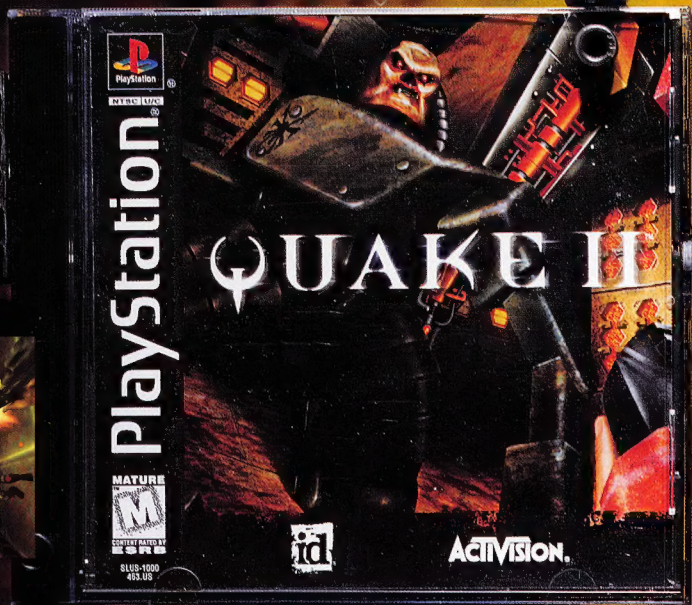
Star Wars   Shadowman   Battlezone

All Hail the Lizard King!

GEX makes his triumphant return in GEX 3: Deep Cover Gecko.

As an international secret agent for hire, GEX'S latest adventure is to rescue the beautiful Agent Xtra who has been kidnapped by who else but GEX's arch nemesis, Rez. Along the way GEX must change into a variety of costumes and master ALL-NEW gameplay mechanics to outwit the evil Rez's empire.

Find and unlock secret playable characters including GEX's overweight leopard gecko cousin, JoyZee and his butler, Alfred.

"96% Gold Award"
PSExtreme magazine

Over 25 all-new character disguises with unique mechanics like scuba diving, rocket launching, gliding, snowboarding and more.

"The level designs... are great" *Electronic Gaming Monthly*

Over 1,000 all-new one-liners, in-game hints, and celebrity impressions from comedian Dana Gould.
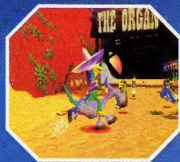
PlayStation

TEEN
CONTENT RATED BY
ESRB

PRIVATE GEX

JOCK GEXSTEAU

DRACUGEX

CLINT GEXWOOD

ROCKET LAUNCHER GEX

CONTENTS

• STUFF WE THINK ABOUT •

Welcome to the Summer 1999 issue of Q64, your one-stop source for Nintendo 64 (and Game Boy Color) gaming information. As we typically do, we've packed this issue of Q64 with so much information that you may need the help of three friends just to absorb it all!

But, before we go into all of the good stuff featured in this issue, let's take a moment to address some of your concerns. Although we touch on the subject lightly in our mail section, we have had hundreds of letters from you, our faithful and devoted readers, asking about the state of the N64 and what Nintendo is going to do to compete with the PlayStation 2. You asked if Nintendo's new machine will be able to beat the Sony machine to market, and you wanted to know if it will be CD or cartridge ("Pak") based, and you asked a million other questions as well. However, the truth of the matter is that Nintendo has never tried to rush their next generation consoles to market. A quick look back in history shows us that, before Nintendo was able to release the SNES in the US, the Sega Genesis had already been on the market for over a year! Next, while Sony and Sega were announcing the ship dates of their new machines, the PlayStation and the Saturn, respectively, Nintendo was nowhere to be heard from, and, they didn't end up shipping the N64 until a full 15 months AFTER the PlayStation shipped, and nearly 20 months after the launch of the Saturn. Obviously, Nintendo marches to the beat of their own drummer, and that drummer is Mario. As long as Mario continues to be a viable mascot, leading the company into forays such as racing games, RPG's, puzzle games, party games, and even fighting games (as well as the obvious action/platform style), then Nintendo has no real reason to change its MO, or method of operation. Heck, if everyone that buys a new Nintendo machine also buys a copy of Mario "The Next Generation", plus the three Mario Spinoffs, then your looking at a company that doesn't care how many Metal Gear Solids sell on the PlayStation 2 — they've got "their's". Add the fact that Nintendo makes more money from every game sold by a 3rd party company (a Midway or EA) than the company actually making the game, and you've got a recipe for success that isn't likely to change until the consumers make it change. Mario on!

Ok, back to the issue at hand (the Summer 1999 issue, that is). One of the things that you'll probably notice when flipping through this issue is the redesign and new look of some of our sections. Bigger, bolder, more colorful, but still the same amount of useful information! Be sure to check out our E3 coverage (the industry event of the year — the Electronic Entertainment Exposition), our cover stories on two hot new games (WWF Attitude & Gex 3), as well as two very thorough strategy guides for Beetle Adventure Racing and A Bug's Life. Enjoy the issue and we'll see you when it's time to go back to school (Fall '99).

eRiC

MUD, SWEAT
AND YOUR
WORST FEARS.

PHOTO: D. HUNTOON

MONSTER TRUCK
MADNESS 64

JULY 1999

Dear Q64,

I am a huge fan of your magazine — I buy every issue and I read every issue! I heard a game was coming out called "Rainbow Six", is this true? I heard it was kinda like Goldeneye and Winback. Also, in the Spring '99 issue, Mark reviewed Rogue Squadron and said that there's no other game like it except AeroFighters Assault. Mark — don't you remember Star Fox? I like Rogue Squadron and Star Fox? Well, later for now. You guys kick ?*@!

Diehard Fan,
**Darin Braswell,
Cloverdale, Ca.**

Thanks for the letter, Darin. Rainbow Six is indeed a Nintendo 64 game that will be released later this year. You can read more about it in our E3 section. Also, Star Fox is more of an arcade game than Rogue Squadron and AeroFighters, as these games are a bit more on the "sim" side of things.

Cool guys at Q64,

I was wondering if you could tell me if games like Gran Turismo and Ridge Racer Type 4 are going to come out for the Nintendo 64. It seems as if the PlayStation has all the cool racing games, and we N64 owners are left with sucky titles like Cruisin' World and California Speed. Please clue me in!

**JoJo Townsend,
Cleveland, Oh.**

JoJo,

Well, we hate to break the news to you, but Sony (Gran Turismo) and Namco (Ridge Racer) won't be coming out with Nintendo games anytime soon, at least not Sony. And Namco has stayed away from the N64 for more than two years, so it's not likely they're going to get involved at this late stage. However, the good news is that there are some terrific racing games available for your Nintendo 64 — check out Beetle Adventure Racing from EA, and the new World Driver: Championship from Midway. Beetle is kinda like Ridge Racer in that it is more of an arcade experience, and World Driver is more like Gran Turismo in that it is more sim-like. Check 'em out, you'll like 'em!

Dear Q64,

I've been buying your magazine for the past year and I was very disappointed in your Spring '99 issue (the one with Gauntlet on the cover) because, when I checked out the backdoor section, it didn't have any codes for WCW Nitro in it. Well, can you guys put some codes in it for the next issue?

Your biggest fan,
**Mana Kea
Honolulu, HI.**

Mana,

Once again, ask and you shall receive! Check out our Backdoor section this issue, and you'll find some cool codes for Nitro. And, just in case you wanted to know, the reason we didn't have any codes for the game in our last issue was because the game had not yet been released at the time we went to press.

Dear Q64,

I recently bought my first issue of Q64, and it's totally cool! I have a couple of questions: 1) Could you give me a cheat for NFL QB Club 99? And, where's the best place to buy Q64? I don't want to miss an issue. Keep up the good work.

**Matt Neff,
Ottawa, KS.**

Matt,

Ask and you shall receive — check out all the codes for QB Club 99. Next, you can always find us at places like Electronics Boutique and Babbages, as well as Software, Etc., Barnes & Noble, and many other fine retailers.

NFL Quarterback Club '99
 SCLLYMLDR - Alien Stadium
 PWRPYLNS - Huge Pylons
 BGMNY - BIg Coin in the Coin Toss
 MRSHMLLW - Big Players
 BCHBLL - Super Size Football
 TRBMN - Unlimited Turbo
 STCKYBLL - No Fumbles
 FRRSTGMP - Slo Motion
 DBLDWNS - 8 Downs
 XTRTMS - Cheat Teams
 XTRVLTG - Electric Football Mode
 BTTRFNGRS - Always Fumble
 HSNFR - He's on Fire!
 PNBLL - Players Bounce Around Pinballs
 FLBBR - Flubber Ball
 PPCRNRTRNS - Land Mine Mode
 PWRKCKR - Super Kickers
 RGBY - Rugby Mode
 HSPTL - Mega Injuries
 TTHPCK - Players Look Like Toothpicks
 RCQTBLL - Raquetball Mode
 SLPNSLD - Super Slippery Mode

Dear Q64,

Hi! I'm writing to ask a few questions — first, I just bought your Spring '99 issue and I think it's pretty good, but the question is, how do I order back issues? Second, why are the images blurry in the review section, 'cause I have some of those games and they look better than that! Third, why doesn't a game get a 10 on a review? Is that number just there to waste ink? Zelda deserves a 10 straight across! You guys probably grade these things like I do — never give a perfect score because there's always room for improvement. Fourth, is the next Nintendo system going to be in CD format, or DVD? And, will the 64DD come out in the US at all? And for my finale, why don't all of the new games use the 4MB Expansion Pak? It was made to improve games, but only a few are actually taking advantage of it. I'm hoping to hear from you guys — keep up the good work!

**Stan Gromadzki,
Chicago, Il.**

Stan,

Hey Stan! Thanks for the great letter, full of interesting questions and keen observations. Let's take 'em like you asked 'em; 1) You can order back issues by calling Dimension Publishing at (916) 989-0131, 24 hours a day, 7 days a week. 2) The bigger the screen shot,

the more likely the textures are to get blown out, that's why you'll see a bit of fuzziness on some of our larger shots. However, we try to keep the damage to a minimum, so you'll always get the best possible resolution! 3) You are absolutely correct, the 10 is there just to waste ink! No, no, no, that's not right. You're correct because there IS always room for improvement, and even Zelda, as wonderful as it is, could be better! 4) No, we told you many issues ago (you'll have to check the back issues!) that Nintendo wouldn't be coming out with the 64DD (despite the fact that some other mags still talk about it) during our lifetime. Not only won't it come out here, it won't see the light of day in Japan, either. 5) Nintendo hasn't released spec's yet for their next generation hardware, but we have a feeling they will continue to use the cartridge format, mainly because they can charge higher royalties and manufacturing costs to the developers that make games for the system (people like Acclaim, Ubi Soft, EA, etc.). 6) Regarding the 4MB Expansion Pak, we've spoken to many game developers that feel it is a complete waste of their time. When you check out two of the better looking games out right now, Beetle Adventure Racing & World Driver, both of which DO NOT use the pak, then you'll have to agree that developers don't have to use it to make great looking games!

Dear Q64,

I'm a big sports gamer and have purchased just about every sports game for the Nintendo 64 (my favorites are World Cup & WWF War Zone), but it seems that none of the games really plays as well as my favorite sports games on the SNES and even the old NES. The sports games for those systems just seemed to be better — I can't really pinpoint any one reason though, they just seem better! Anyway, I've been reading you mag for about a year now (my first issue was the Spring '98 issue), and your sports reviews are the ones I always read first. I bought Kobe Byrant NBA Basketball and NBA Live 99 last year, but didn't like either one of them. Kobe's game was slow and boring, and

Live didn't have any life in it. I stayed away from In the Zone 'cause everybody knows what a hunk a junk that was, and five-on-five Jam (NBA Jam 99) just didn't get me excited — they should have left it as two-on-two. I am also a big football fan, and play tons of Madden and QB Club (Madden's a little better overall, I think). Baseball has never been the most interesting game, but last year I really played a ton of Griffey and All Star Baseball. Sorry if I'm rambling, just thought you should know! Anywho, I do have some questions in here... first, what's the best baseball game to get this year? I can't afford to keep buying two of everything, so I need to make wise decisions this year. What do you think, Slugfest or ASB 2000 (and I know EA Sports is coming out with Triple Play)? Next, I KNOW the WWF Attitude game is going to be the bomb, I just want more info. Third, are there going to be any boxing games coming out? I've played my friend's (on that other system) and they're pretty cool. Lastly, football season is going to be coming up before you know it — is there going to be another Blitz game? And I'm sure EA is coming out with another Madden... what can you tell me about them?

Anyway, thanks for reading the whole letter (it's actually a class assignment, I'm going to get graded on this!!). Please print my letter (and all the answers, too).

Your loyal reader,
Jerry South
Tampa, Fl.

Well, thanks for the homework, Jerry. We'll be sure to give you a passing grade! You brought up a lot of issues regarding sports game for N64, and we'll do our best to answer them all. Let's see... our current favorite baseball game is All Star Baseball 2000 from Acclaim, although we haven't received a finished version of Ken Griffey's Slugfest yet, so we have not reviewed that one! Check out our reviews of both ASB2000 and Triple Play 2000 in the Judgment 64 section. If you want more info on WWF Attitude, then you have come to the right place! We've got an entire behind the scenes look at Acclaim's hot new wrestling title in our Cover Story section. And, as far as

football is concerned, 1999 is gearing up to be another great one for the N64, as Acclaim, Midway, and EA Sports are all working on new versions of their hit titles. You can read up on all of them in our E3 Special Report. Thanks for the letter, Jerry, and keep those grades up (and then maybe you can get a job playing video games for a living!).

Dear Q64,

Before I forget, your mag rocks! But, I picked up the latest issue (Spring '99) and I have some bones to pick with you! How could Vigilante 8 get a score of 9? Maybe an 8, but more like a 7, if you ask me. But, no way is it a 9. Heck, you guys gave Zelda a 9 — you telling me those two games are equal? You're crazy! I do, however, agree with your scores on BattleTanx (that game rocks) and Beetle Adventure Racing (one of the best racing games ever!). But, c'mon, Zelda should be a 10 and Vigilante 8 should be a 7. Anyway, keep up the good work — you guys rock!

Stevie Rogers
Cleveland, Oh.

Stevie,

Ah, the old question about game ratings... will it never end? Probably not, because your opinion is just as valuable as the next gamer, and if the two of you don't agree, then you don't agree. It's the old "some like Madden, some like QB Club" story. All we can say is that Mark really, really liked V8 (and most of us here think it's a darn good game, too). However, just because games are rated with the same score (Beetle, V8, and Zelda, for instance, all received 9's), doesn't mean their all equal, because they are all different TYPES of games (in this case, racing, combat/racing, and adventure). You could argue that "If Beetle is a 9, then California Speed should be a 1", and you would be arguing about two games in the same category, and the scores would be relevant. So, just keep that in mind when comparing games that are not of the same genre — it's tough to do! And, Stevie, YOU rock!

If you've got something to say, address your letters and postcards to:
Q64 Mail, 1175 Chess Drive, Suite E, Foster City, CA 94404

Mail ▪ Page 9

TOP 10 TRST

BEST SELLING NINTENDO 64 TITLES

MARCH, 1999

Nintendo's
Mario Party

1
last month 1
average retail price
$50

8

Nintendo's
Zelda

2
last month 2
average retail price
$60

9

Nintendo's
Goldeneye 007

3
last month 3
average retail price
$40

9

Lucasarts'
Star Wars Rogue Squadron

4
last month 5
average retail price
$50

8

Nintendo's
Super Mario 64

5
last month 8
average retail price
$40

NR
NOT RATED

Nintendo's
Mario Kart 64

6
last month 7
average retail price
$40

8

THQ's
WCW/NWO Revenge

7
last month 9
average retail price
$51

8

Acclaim's
South Park

8
last month 6
average retail price
$60

6

EA's
Beetle Adventure Racing

9
last month **
average retail price
$51

9

EA's
Nascar 99

10
last month 10
average retail price
$40

8

The ratings reflected above are those of Dimension Publishing and do not represent the opinions of NPD TRSTS.

** Not in Top 10 Last Month

WWF ATTITUDE

Acclaim struck wrestling gold last year by delivering the gaming industry one of the all time great wrestling games, WWF War Zone. Well, if you thought things were pretty good last year, then you'll be in wrestling nirvana after playing Acclaim's latest game, WWF Attitude.

For WWF Attitude, Acclaim turned the room upside down and started putting every game play option known to man (and even some man never thought of) into the game. First of all, though, they had to start by increasing the number of wrestlers the you could use. War Zone had only 18, and everybody let Acclaim know that another tiny number like that just wouldn't be acceptable. So, now you'll be able to wrestle as one of 40 different WWF superstars, plus an additional 30 characters were thrown in to add even more depth. Although the extra fighters aren't 'real', if you look closely enough (and know your wrestling history), you may just be able to recognize some of them! All of the WWF guys are in there, including: Stone Cold (of course), The Rock, D'LO Brown, The Undertaker, and tons more. Heck, the women even get into the act as well, so keep your eyes on the lookout, Sable may be just around the corner (getting ready to whack you over the head with a chair, no doubt!).

Another one of the cool new game-play features is the addition of special-

ty matches. You can participate in the Lumberjack, First Blood, I Quit, King of the Ring, Survivor Series, Iron Man, Last Man Standing, Weapons, and many more. And, for those of you asking for it last year, Acclaim has responded to your desires by including a create-a-pay-per-view mode. Yup, you can literally put together just about any kind of match you want to — Title vs. Non Title Bouts, Specialty Matches, and more. Essentially, you will be able to choose all of the wrestlers who will participate, the type of match, the arena where the action takes place, and even name the event yourself! Wow — who could ask for anything more, right? Well, since you did, you probably already know the answer — expanded create-a-player mode! Yes! Now you can really get in-depth with your created wrestler, even more so than last year (and there was lots to choose from in War Zone). Now when you create your wrestler, you can choose his entrance music, his type of pyrotechnics, and you can select and save your own move sets. By the way, WWF Attitude has over 400 different moves, so you won't be running out of options anytime soon! Of course, now that you've created this super-stud, world dominating menace, you'll need something to do with him, right? Of course! How about if you select "Career Mode" and see what happens in there? Well, let me tell you a little bit about what you can expect to find in the Career Mode.

First of all, you start out at the bottom of the wrestling food chain, trying to fight to make it to the top. Once you win a few matches and start to gain a little respect, you'll make your way up to the European title fight. If you win, you become popular, and if you become popular, then the public is going to want to see your ugly mug, right? Right. Now you're on TV, baby, showing up in place like Monday Night Raw, and Shotgun Saturday. Who could ask for anything more? Well, you could, if you want to keep making your way to the top. But, if you get too good, you'll have to watch out for the guys ranked higher than you, as they'll try and sabotage your career, without actually fighting you for a title (those wimps!). But keep working hard, you're bound to make it!

As if all of the above were not enough to put you diehard WWF fans over the edge, Acclaim has dumped in many more features to keep you playing. There will be more than 15 game modes when all is said and done, 70 different wrestlers, enhanced wrestler features like entrances and custom move sets, over 400 different moves, all motion captured by the Hardy Boys, all new weapons (Vince's bedpan, TV, baseball bat, & shovel) and lots more. Summer just wouldn't be the same without WWF Attitude in your machine, so be sure to check it out!

ERIC

GEX³
DEEP COVER GECKO

Eidos and Crystal Dynamics are currently finishing up their second install-ment of the GEX action/platform series for the N64, GEX: Deep Cover Gecko. The game shipped at the end of March on the PlayStation, and we were interested in what the team was doing to make the new GEX all it could be on the N64. We recent-ly sat down with Sam Player, the game's producer and Jim Stiefelmaier, GEX's lead artist, to talk about their favorite gecko.

Q64: What kind of feedback did you get from owners of Enter the Gecko? How did player comments affect the new game?

SP/JS: We received lots of great input from consumers during focus test-ing for GEX 2 and implemented much of that prior to release. We also took into consideration many other suggestions post launch. To be specific, we've added many more costumes for GEX (25+), many of which have their own mechanics (i.e. Vampire cape allows GEX to glide). A Hercules-type out-fit allows GEX to break large Roman columns. We've also simplified the camera system to be more user friendly! And, of course, we added vehicles for GEX to ride. Oh! and TONS OF SECRETS including secret playable characters.

Q64: Who do you consider your core audience for the GEX franchise? Who do you directly design and market the game to?

SP/JS: We primarily target 12-17 year old's, but GEX is loved by both younger and older game players as well. The great thing about GEX is that the humor was designed using the Simpsons as the model. GEX has media-themed parody and voice-over that appeals to the older gamer and then there's just plain wacky humor that the kids dig too.

Q64: Can you tell us what will be new to GEX: Enter the Gecko fans?

SP/JS: There are a number of new features that we implemented in Deep Cover Gecko in the ability to ride on characters (kangaroo, gator, tank), a number of new friends & hidden characters (Alfred, Joyz, Rex) and a couple of new play mechanics (the abil-ity to glide and a tongue stick move).

**Q64:** What are the differences between the PS and N64 versions of Deep Cover Gecko?

SP/JS: Many of the textures and special effects in the game benefit from the bi-linear map ping and we were forced to get rid of the FMV as a result of the cartridge memory limitations.

Q64: In our opinion, the N64 version of ETG suffered in comparison to the PlayStation game. How do you see the new games stacking up?

SP/JS: A lot of effort was put into improving the frame rate for this version of GEX. We did a lot to optimize the handling and loading of the textures. If you look at almost any other N64 game, you will see that only a handful of textures appear on the screen in any given frame. But GEX has a very special look that comes from the tremendous number of textures that the artists create. It isn't uncommon to have close to a hundred textures on the screen in a given frame. Keeping this look was very important to us.

Q64: Will Deep Cover Gecko be technically competi-tive with other N64 action/platform titles?

SP/JS: Yes, by all means. GEX has really great detailed
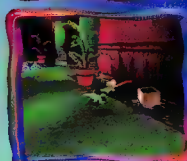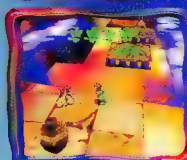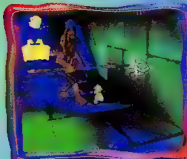
and involved graphics, with a wonderful, rich audio track and tons of voices. This makes GEX a really strong N64 game, from a technical point of view. More significantly, this version of GEX has improved compression and a larger cartridge. This is really important, since it allows us to have just as many levels and just as many voices as the PSX version.

Q64: Can you give us some of the technical details of the game? Does it support the RAM Pak? Will it maintain a solid 30 fps frame rate? Display resolution?

SP/JS: The game does not offer RAM Pack support. With a few exceptions, the majority of the game runs at 30+ frames per second and the game is being displayed in 'normal' resolution. This time around, we have Rumble Pak support and the cartridge is 32 Megs. This increase in data storage has allowed us to get all the levels in this time around. In addition, there are three new levels in the N64 version and a new N64 mechanic; a controllable 'Tongue Grab'. GEX uses his tongue to swing over obstacles and enemies.

Q64: How are you dealing with the translation of voice and soundtrack from the PS version?

SP/JS: With the exception of the FMVs, we didn't lose anything coming over from the PSX. Every 'GEXism', every sound effect and all of Alfred's lines are in the game! Special thanks to the larger 32 Meg cart. Music is being remixed by a musician who specializes in N64 music. We've specially contracted some of the best and most experienced N64 audio guys to help with this project.

Q64: What was the single biggest technical issue for your team in taking Deep Cover Gecko to N64?

SP/JS: There really wasn't one single "biggest" technical issue. GEX is a game that is filled with lots of large levels, loads of characters, tons of sound effects, an incredible amount of spoken text, and just an enormous number of textures. Getting all this into the game and maintaining the quality that the fans of GEX have come to expect was an enormous challenge. So, I guess the answer is that just getting everything to be in the game, so we wouldn't have to cut out features (levels, voice) was the biggest issue. On the art side, N64 handles transparency different than PSX, so we had to redo many textures.

Q64: What do you consider to be the central game play theme in Deep Cover Gecko? By that, we mean; what is the one game play theme that will keep you interested and playing the game? Is it the exploration, the action/platform aspects, enemy interaction?

SP/JS: All of the above. I believe that design team has done an exceptional job of mixing up the gameplay to always give the gamer new rewards along the way (i.e. new mechanics, secrets to explore, vehicles to ride, costumes & additional playable characters to unlock, etc.).

Q64: Is Rez really GEX's father? Or was this simply a ploy on Rez's part to help weaken GEX's resolve? Does Deep Cover Gecko settle the paternity issue?

SP/JS: You know we can't answer this!

Q64: Apparently, blood tests have not been completed and Rez isn't talking. We'd like to thank both Sam and Jim for sharing their insights and look forward to seeing a completed version of the game in the near future.
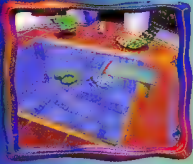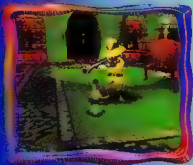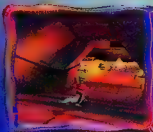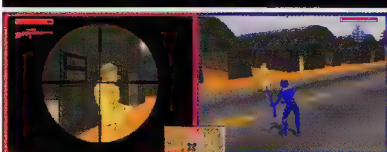
"ALWAYS FREEZE YOUR LEFTOVERS."
~ SARGE

ARMY MEN
SARGE'S HEROES

REAL COMBAT. PLASTIC MEN.

LUCASARTS'

STAR WARS
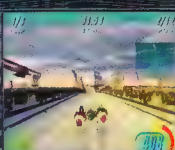## EPISODE I
RACER

"A long time ago, in a galaxy far, far away..."

It may be hard to believe, but it has been 22 years since those words first appeared on the silver screen. They ushered in a pop culture phenomenon like no other before or since. The three movies which comprise the Star Wars trilogy are among the top 10 money making films of all-time and have produced countless numbers of toys, books, and, of course, videogames. Seeing as how the Star Wars movies were released in the late 1970's and early 1980's, at the same time that videogames began to gain in popularity, it is not surprising that games based on the Star Wars license have appeared on nearly every videogame system released to date.

The very first Star Wars videogame was "The Empire Strikes Back," released by Parker Brothers for the Atari 2600 (and other systems) in 1982. The game was a side-scrolling shooter based on the snowspeeder vs. Imperial Walker battle from the film. Although primitive by today's standards, it was a hit at the time. The next release, "Jedi Arena," was not such a success. Loosely based upon the scene in the original Star Wars where Luke learned to use a light saber, the game required players to break blocks protecting their opponent by deflecting laser bolts from a floating seeker ball.

After the Return of the Jedi film was released the following year, Parker Bros. announced a series of games based upon the movie. Only one was ever released — "Death Star Battle," in which players piloted the Millenium Falcon against the second Death Star. "Star Wars: The Arcade Game" was the final home game to appear before the market crash led many companies (Parker Brothers included) to abandon videogames. It was based upon the Atari vector graphics coin-op.

Speaking of which, Atari's Star Wars coin-op used a specialized yoke control rather than the typical joystick. For the very first time, gamers were able to pilot Luke's X-Wing through the Death Star trenches and destroy the battle station. The arcade game was also notable for the use of sampled voices taken from the film. A little-seen conversion kit allowed arcade operators to turn their Star Wars machines into an Empire Strikes Back game. Like its predecessor, this coin-op featured colored vector graphics and sampled voices as players battled Imperial Walkers on the ice planet Hoth. Vector graphics were abandoned for the final Atari coin-op based upon Return of the Jedi. The game scrolled at a 45 degree angle and involved speeder bike chases on the planet Endor. Star Wars games did not return to the arcades until nearly a decade later when Sega released its own Star Wars coin-op.

On the computer front, Star Wars games reappeared in the early 1990's with the advent of CD – ROMS as storage media. The first game, "Rebel Assault," put the player in the role of Rookie 1 as he completed training missions to become a Rebel pilot. This was the first game not to be based upon sequences in the original trilogy. Lucasarts also released Star Wars games in genres such as the first-person shooter ("Dark Forces"), flight simulation (the "X-Wing" and "TIE Fighter" series), and real-time strategy ("Rebellion"). It even tried its hand at a fighting game — "Masters of Teras Kasi" for the Sony Playstation — but met with limited success. "Rebel Assault II," also for the PlayStation, contained FMV-based shooting and flying sequences which looked nice but offered little replay value.

Nintendo itself has enjoyed a special relationship with the Star Wars universe dating back to its first home console — the original Nintendo Entertainment System. In the waning days of that unit's life, JVC's "Star Wars" and
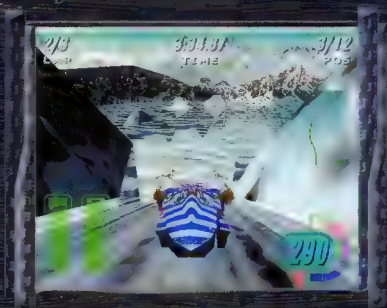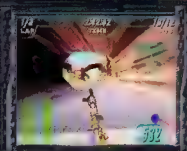
"The Empire Strikes Back" games gave the NES some extended life. The videogames loosely followed the events of the films and allowed players to control Luke, Leia, Han or Chewbacca, depending upon the circumstances. Soon thereafter, the entire movie trilogy was released in game form for the brand-new Super Nintendo Entertainment System. "Super Star Wars," "Super Empire Strikes Back," and "Super Return of the Jedi" were primarily platform games — involving a lot of running, jumping, and shooting — with a few spaceship battles thrown in for good measure.

When the Nintendo 64 was launched in the U.S. in 1996, one of the first games released for the system was "Shadows of the Empire." It combined racing, flying, and first-person shooting action set in the Star Wars universe, but instead of being based upon one of the existing films, the storyline was a new creation which fit in the time frame between The Empire Strikes Back and Return of The Jedi. Late last year, a second Star Wars game was released for the N64 — "Rogue Squadron," which allowed players to pilot the well-known spaceships in a variety of combat missions.

This year, after a 16 year hiatus, George Lucas is bringing us a brand-new Star Wars movie, Star Wars Episode I: The Phantom Menace is the first in another planned trilogy that takes place before the adventures of Luke Skywalker and company that we all know and love. If you've seen the trailers for the new film you'll know that it contains just as many aliens,
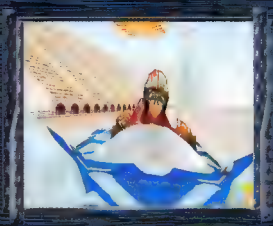
droids, spaceship dogfights, high-speed races, and lightsaber battles as its predecessors. Just the sort of action which makes it another perfect license for a videogame, right? Of course!

"Star Wars: Racer" will be the N64's first Episode 1 game and is based upon a sequence in the film involving young Anakin Skywalker — Luke and Leia's father-to-be and the future Dark Lord of the Sith. In the movie, Anakin is a sort of indentured servant who lives with his mother on Tatooine (for such a backwater planet, a lot of important people come from there). The boy apparently has a knack for machinery and equipment, due to his being strong with the Force. As an older Ben Kenobi later said of Luke's father, "He was the best star pilot in the galaxy, and a cunning warrior." Well, I'm not sure about the warrior part, but in Episode 1 we will see how good of a pilot Anakin is. He competes in a sport known as pod racing which is dominated by alien races. Think of it as drag racing, only with ships tethered to massive engines traveling at life-threatening speeds. This near-illegal activity is presided over by none other than the notorious crime lord Jabba the Hutt.

Like the Death Star trench battle from A New Hope, the Hoth battle from The Empire Strikes Back, and the speeder bike chase from
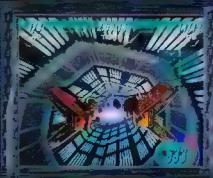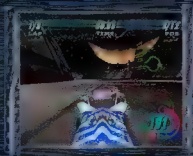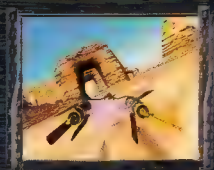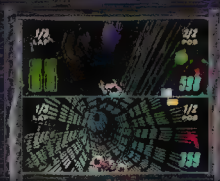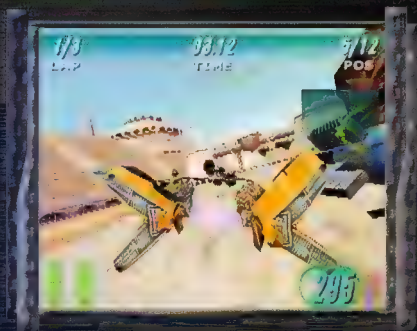
Return of the Jedi, the pod racing sequence is bound to be one of the highlights of the new movie. "Star Wars: Racer" will attempt to bring this fast-paced action home. Like Wipeout, the game offers players the chance to pilot futuristic-looking racers against multiple opponents on a variety of tracks. Although the movie's pod-race takes place only on Tatooine, the videogame boasts multiple race tracks on various planets as well as bonus tracks for winning circuits. Although there is no combat per se, you can damage opponents by running your pod into them. You must also must be careful not to burn out your own pod's engines by using the turbo boost too often.

What else does Racer have to offer? As with most modern racing games, each vehicle has different strengths and weaknesses and can be upgraded with new parts (either by purchasing them or salvaging them from any opposing pods you wrecked during the game). There will be a two-player split screen mode, and the N64-expansion pack will be supported—increasing the game's level of detail and adding more opponents than the normal game offers. There will be level "bosses" to race, and players can select from several playable characters — including Anakin Skywalker himself. Finally, the tracks are said to feature many shortcuts and hidden paths to explore.

Videogames set in the Star Wars universe have always been known for their attention to detail. More than any other games, they have really tried to capture the look and feel of the films. Names of places mentioned just briefly in the films have been made into entire levels, and almost every alien, droid and human character which appeared in the films has played a videogame role. Unfortunately, at times the game play has been lacking. Many of the games have sold well just based upon the license, but lately gamers have come to expect more. "Star Wars: Racer," which concentrates solely on the new film's most action-packed sequence, looks like it won't disappoint. It should appeal to both Star Wars fans and racing game fans alike, and is guaranteed to be one of the best-selling games for the N64 this year. Look for it to reach the store shelves soon after the film is released on May 19th.
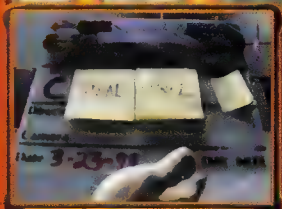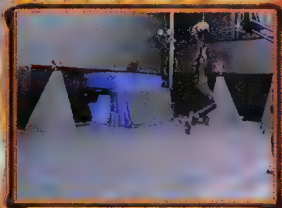
MARK

A MOTION CAPTURE ATHELETE

One of the things I had always found interesting was the way in which the game companies obtained the animations for characters in their video games. Specifically, I wanted to know how they were able to make their baseball players throw the ball from their knees, or how did they get that bone-crushing tackle by the linebacker, or better yet (since I'm a huge basketball fanatic) — how did they get that little on screen character to do that amazing dunk? Well, thanks to Acclaim Entertainment, I recently had the pleasure of being on location as they went to work preparing for NBA Jam 2000. The New York based game publisher had brought in some members from their Iguona Salt Lake City studio to spend a few days motion capturing former NBA All Star Xavier McDaniel (aka The X Man). And, since I'm a good talker, and my body was available to take the abuse, Acclaim allowed me to "suit up" and play a little defense on the X Man during the two player sessions. Cool!

First of all, let me tell you that the whole idea of "motion capturing", taking a persons actual movements and transferring them into digital data that eventually becomes your polygonal video game character (anyone from a sports player to a fighting game person, to an adventure hero), is an idea that sounds simpler than it really is. Shoot, just the process of getting dressed can take up to an hour! The first thing you've got to do is put on the tights — that black Lycra-type material covers you from head to toe. Next, you get fitted for some black shoes and gloves, and then finally, the peachy black hat that sits atop your head like a warning beacon — "Beware, for I am the space mutant from spandex-land!". Once you get adjusted to wearing the ballerina outfit, it's time to have the light sensors glued on. These little round, reflective spheres are positioned all over your body — at the elbows, the knees, thighs, hips, wrists, and just about everywhere else! In fact, there are over thirty sensors glued to your Batman suit, plus three more on top of that wonderful headpiece.

Once you have been properly outfitted, it's time to go to work. Acclaim's studio for motion capturing is a large room that is completely black — black floor, black ceiling, black windows, even the basketball backboard and rim were painted black! The reason is, I was told, was

to keep down the amount of glare in the room. The sensors on your body need to be tracked by 13 different cameras stationed around the room, so eliminating any extra glare is paramount.

Each movement to be captured is obtained individually. For instance, let's say the first animation to get is going to be the "jump ball". The first thing you do is to "scale" — simply stand still and raise your arms out to your side (like you're going to flap your wings and fly away!) — this basically tells the computer where all of

your 'parts' are before the play begins. Next, Xavier and I would perform a jump ball sequence (he kept cheating — he would bump me on the way up). Then, after one of us tipped the ball and we landed, we would "scale" again, telling the computer that the play was over. If something didn't go right (like one of us falling to the floor) or if one of the sensors would get knocked off, then we would retake the scene. During the defensive scenes, we would be continually knocking each others' sensors off (you got to make it real, right?), so we ended up doing many takes! But, basketball is a physical game (especially the way Xavier plays it), so you want to make sure you portray it correctly and, if that means a hundred takes, then darn it, it'll just have to be done that way! After each take, the computer would have to digest all of the information it just received, so there would be considerable "down time" between takes. Anywhere from two-five minutes was the norm, and it allowed for plenty of time for playing a little one-on-one between takes. Of course, trying to dribble a basketball with gloves on is an exercise that I won't soon want to repeat, and when you add in the fact that there's FOUR sensors ON the ball, dribbling can become quite a task — even for the most skilled ballhandlers around. Shooting the ball was easier, once you got used to it, and it's a good thing I did, because at a $100 a shot, I couldn't afford to miss. At one time, I think X owed me $900, but he could afford it — one of the Acclaim staff owed X his house, car, and a couple grand! Ouch! Just kiddin', but we did have fun goofing around in between scenes.

After about three hours of shooting in the morning, we broke for lunch. Acclaim had pizzas delivered, but I couldn't have any, otherwise I wouldn't have been able to get off of the ground! What a bummer! So instead, Xavier and I had salads and fruit. Boy, talk about an atypical lunch, at least for me! After about an hour worth of greens and apples, it was time to put the gloves back on for another four hours of bangin' bodies, flying sensors, and wing flappin' "scales". Besides the two player drills, I was able to participate in a variety of single player moves, culminated by a real life "Jam" session at the end of the day. It was certainly a blast to be able to do some rim shakin' for the game, and I'm just glad my legs held up!
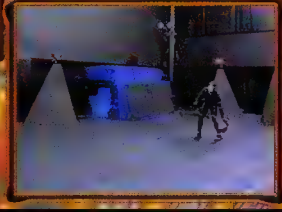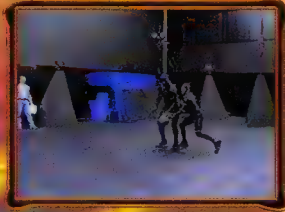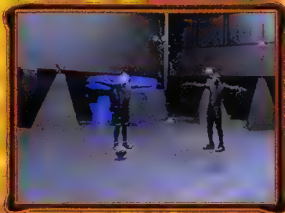
Comic books and videogames have a lot in common. Both feature larger-than-life characters, intense action sequences, and exotic or imaginary locales. Both are limited only by the imagination of their creators, and both seem to appeal to the same demographic—primarily young males. Yet, for some reason, very few comic book characters have successfully made the leap into videogames. When they do, the videogames have turned out to be generic side-scrolling fighting games or glitchy attempts at 3D exploration/fighting games.

This hasn't stopped companies from continuing to try and get it right. On the heels of Turok: Dinosaur Hunter comes another videogame starring an Acclaim Comics character— Shadow Man. This guy ain't no long john wearing superhero, however. Far from it! After awakening from a coma, college student Mike LeRo suddenly finds himself turned into a trained assassin. A voodoo priestess has planted a spiritual mask in his chest, giving him the ability to use black magic in order to battle undead serial killers being controlled by an otherworldly being known as L-gion. In his battles, he meets many unsavory characters such as Jack Boniface, a hit man who also used to be a Shadow Man, and Jaunty, a snake with a skull for a head who speaks with an Irish accent.

As far as comic books go, Shadow Man is definitely meant for mature readers. Not only is the comic laced with profanity, but there are many violent and gruesome deaths. How exactly will this translate to a videogame? Think of it as Turok meets Tomb Raider- a dark, voodoo-themed exploration game with a twisted storyline.

One of the men behind the game, Guy Miller, actually worked on Tomb Raider when he was with Core so you can bet he will bring this experience to Shadow Man. Acclaim promises a 3D shooter/adventure game complete with puzzle solving and lots of firepower. The story promises to be non-linear, and the environments are said to be quite immense as Shadow Man walks between two worlds —Liveside and Deadside. The game is scheduled to be released this fall. Look for a complete review in an upcoming issue of

Out   Mark

QUICK PICS

up to the minute E3 info

Q64 Special

The Electronic Entertainment Exposition (E3) for 1999 will be the largest convention of its kind, with dozens of game developers and publishers displaying all of the latest and greatest games scheduled for release during the next 9-15 months. Q64 was on-hand to get the scoop on ALL the games on display, and we have presented them in an easy to use format over the next 12 pages. Simply look for the desired publisher (Acclaim, Midway, Nintendo, etc.), and then check out the cool games that they have in store for 1999. Be sure to check in the Fall issue of Q64 for updates on many (if not all) of these N64 games! Enjoy!
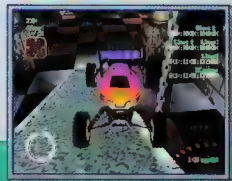
Army Men: Sarge's Heroes • 3DO
The newest entry in the line of Army men games from 3DO, Sarge's Heroes details the latest events in the battle between the evil tan army men and the good green army men. It seems that the tan soldiers have discovered a portal to planet Earth and are bringing items through the portal that can be used to harm the green army men. Over the course of 14 different missions, the green soldiers must close off the portals and defeat the evil tan army. In addition to the standard single player game, Sarge's Heroes offers a multiplayer deathmatch mode.

All-Star Baseball 2000 • ACCLAIM
All-Star Baseball is one of Acclaim's stronger titles. A leader in the baseball category last year, All-Star Baseball 2000 looks to be a strong contender once again. Its main competition this year will come in the form of EA's Triple Play 2000. Expect All-Star Baseball 2000 to feature rumble and ram pak support. The game will run in high resolution and is expected to give Triple Play 2000 a run for its money. Due out in April, All-Star Baseball 2000 should be on store shelves by the time you read this. (See review in Judgement 64).
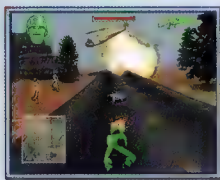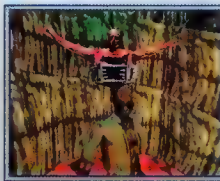
NFL Quarterback Club 2000 • ACCLAIM
While it hasn't been officially announced by Acclaim yet, there is no doubt that QB Club 2000 will be showing at E3, if only behind closed doors. Football fans know what to expect from Acclaim, and QB Club 2000 should deliver. High res. graphics and updated player rosters are a given.

Re-Volt • ACCLAIM
As a "go anywhere" R/C racing game, Re-Volt has to overcome the obstacle of controllability. Traditionally the quality of R/C games has ridden on their control. Assuming the control is top notch, Re-Volt has plenty of additional features, which are sure to keep players coming back for more. With 14 tracks, 28 cars and support for four-player racing action, there is no lack of variety. Additionally, Re-Volt will include a track editor. This will allow you to create and race on your own designs.

Shadowman • ACCLAIM
First shown behind closed doors at last year's E3 show, Shadow Man is ready to come out into the limelight. The game is a third person adventure and puts the player in the shoes of the Shadowman, a being with supernatural powers. Highlighting the conflict between Liveside (reality) and Deadside (the afterlife), Shadowman must prevent the demons living in the Deadside realm from breaking through and conquering Liveside. With surreal nightmarish environments and a strong voodoo influence, Shadowman could be one of the sleeper hits of 1999.
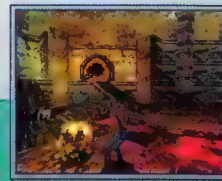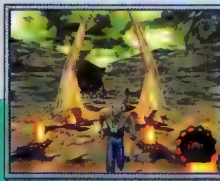
Page 26 • Quick Pics E3
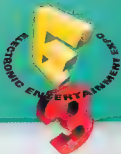
Turok 3 • ACCLAIM (NO SHOTS SHOWN)
While we don't know what will be at the show regarding Turok, we do know something will be there as Acclaim's E3 invite promises "exclusive details on the next Turok!" We'll have the full scoop for you next issue.

A Bug's Life • ACTIVISION
Also previewed in the last issue of Q64, A Bug's Life is based on the Disney movie of the same name. New to the N64 version of the game is a "randomize" mode which will randomly pl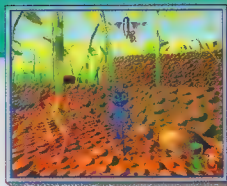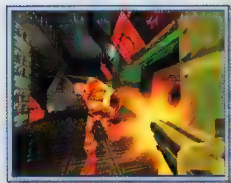ace the items in the game every time you play, and a "gore" option which allows players to set the amount of blood shown in the game. Check out our complete review in Judgement 64.

Quake 2 • ACTIVISION
A hold over from last year's E3, Quake 2 is still in development, but it is a good thing. As previewed in the last issue of Q64, Quake 2 for the N64 is looking to be quite impressive. With new levels and N64 specific effects, Quake 2 is more "inspired by" than a "direct port" of the original PC game. Expect four-player deathmatches, rumble and ram pak support. With the ram pak installed, Quake 2 will run in 640 x 480 without sacrificing speed. The best part, however, is the quicksave feature. In Quake 2 you'll be able to save anytime, anywhere. An excellent option for any game to have.


Fighting Force 64 • CRAVE
Reviewed in the last issue of Q64, Fighting Force 64 is an enhanced and updated version of the PlayStation game of the same name. Expected to ship during E3, Fighting Force 64 is a 3D brawler done in the style of Final Fight. There isn't much here, except eye candy and button mashing, but it sure is fun.

Caesar's Palace 64 • CRAVE (NO SHOTS SHOWN)
No system is complete without the appropriate gambling games. Based on a real casino, Caesar's Palace promises traditional gambling fare. Look for Blackjack, Craps, Roulette, Mini-Baccarat, slot machines, video poker and Keno. The game will also have several branching stories for you to explore. It is going to be interesting to see how this one turns out, simply because gambling is gambling. With Golden Nugget 64 already on store shelves, Caesar's Palace is going to have to offer something new and unique. Because, once you have a gambling game, you don't really need another.

Battlezone • CRAVE (NO SHOTS SHOWN)
Another classic update, this action / strategy game is making its way to the N64 thanks to developer Climax. Set in 1962, Battlezone is a true "space race" between the Soviets and the Americans. You are vying for control of a rare "bio-metal" substance on the moon, which will give your country the upper hand in the Cold War. Fail in your mission and your opponent will gain control of the bio-metal and enslave your citizens. Like Asteroids, the new Battlezone is a port of the already existing updated release, with new features promised for the N64.
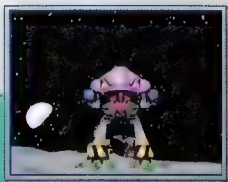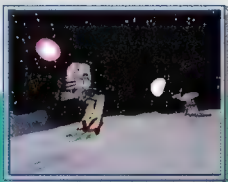
Asteroids • CRAVE (NO SHOTS SHOWN)

Developed by Syrox, Asteroids is going to be basically the same game as the recent PC and PlayStation releases. In case you missed those, here's the scoop; Syrox has updated the classic game with new graphics and sounds, but kept the original gameplay intact. Think of it as the video game industry's version of the new Psycho. Expect to see some exclusive N64 features to keep this particular version attractive. Also, it is likely, but not confirmed, that the original version of Asteroids will be hidden within the game somewhere.

WWF Attitude • ACCLAIM

The sequel to WWF Warzone. Do you really need to know anything else? Attitude promises a roster of over 50 wrestlers, new specialty matches, the option to save a custom set of moves and the ability to take the fight to the arena aisles. The create-a-wrestler feature has been expanded to give players more control over their characters. With over 400 moves to choose from and signature moves for each wrestler, there is no doubt that WWF Attitude will be the wrestling game to get.
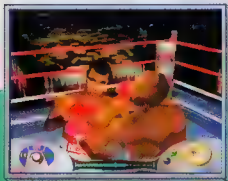

Hot Wheels • ELECTRONIC ARTS

Announced on May 12, Hot Wheels was one of the last games to sneak into our preview. According to EA, Hot Wheels will feature more than 40 of the classic cars in four different fantasy environments. Players will be able to race on classic Hot Wheels tracks with everything from loop-d-loops, ramps and the "danger changer" at their disposal. The racing environments include the Wild West, Volcano Island, Glacial Rift and Haunted Highway. Each area is loaded with shortcuts, hidden cars and other power-ups.

Knockout Kings 2000 • EA Sports

Within the last two years, boxing has gained a tremendous amount of popularity as a video game sport. While we can't tell you exactly why, we can tell you that boxing as a game is here to stay. Knockout Kings 2000 should have both an exhibition mode, which will allow you to pick up and play a quick game, and a career mode, which will allow players to take a single boxer through a series of fights in an attempt to win a belt. The game will feature boxers in the lightweight, middleweight and heavyweight divisions. Play-by-play is expected, but is not confirmed at this time.

Tiger Woods and the PGA Tour • EA Sports NO SHOTS SHOWN)

Golfing sensation Tiger Woods comes to the N64 for the first time in "EA Sports' Tiger Woods and the PGA Tour." Play as Tiger or against him as another PGA Tour pro. The game will offer multiple courses and promises photo realistic visuals. To date, golf games haven't been extremely popular on the N64, so it will be interesting to see how well Tiger Woods and the PGA Tour works out.

Duke Nukem: Zero Hour • GT INTERACTIVE
(NO SHOTS SHOWN)

The king is back and he's ready to kick some alien butt. Zero Hour takes Duke into the past with a time traveling romp through history. The evil alien hordes are back, and they are attempting to erase Duke from existence by killing off his ancestors. Not one to go lightly, Duke follows the aliens throughout time from the Wild West to old England and back again. Everything in Zero Hour will be made of polygons, eliminating the dated sprite look found in earlier Duke games. This one should be a hit.
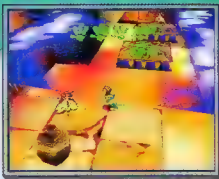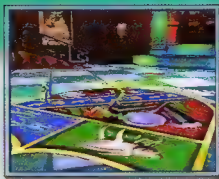
GEX: Deep Cover Gecko • CRAVE

GEX is making his way back to the N64 and this time he's brought a friend. Marliece Andrada (of Baywatch babe and Playboy Playmate fame) makes an appearance as Agent Xtra, GEX's associate whom Rez has kidnapped. On his way to save Xtra, GEX will have to fight through a number of levels, including a pirate parody called "Buccaneer Program," a twisted North Pole world called "Holiday Broadcasting, Totally Scrooged," "GEXtreme Sports," a snowboarding competition and "The Organ Trail," a mockery of Spaghetti Western movies.

Jest • INFOGRAMES (NO SHOTS SHOWN)

A 3D platformer that has been in development for awhile, not much is known about Jest except for the basic plot. As the main character, you are on a quest to overcome your fears, defeat your enemies and become one with yourself. If you manage to do all of this, your ultimate goal can be achieved — you can become a jester.


WCW Mayhem • ELECTRONIC ARTS

This will be EA's first attempt at an N64 wrestling game since acquiring their wrestling license. Taking over from THQ, EA looks to be getting off to a strong start. Developed by Kodiak Interactive, WCW Mayhem will feature over 60 WCW wrestlers, including Hollywood Hogan, Kevin Nash and the infamous Goldberg. Among other things, players will be able to exit the ring through a ringside entrance and take the fight to a dressing room. A create-a-wrestler option will also be available. Game modes include the standard exhibition style, Nitro, Thunder, Sunday Night and pay-per-view matches. A party mode will allow up to 16 players to compete in a single elimination royal rumble. Feature for feature, WCW Mayhem looks to compare well with Acclaim's WWF Attitude. If both games hold up to expectations, the buying decision may come down to the choice of wrestlers.
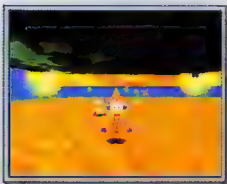
Hyper-Bike • KEMCO

A new project from Kemco, Hyper-Bike is a polygonal motorcycle racing game. Still very early in development, nothing about the game has been finalized, including the number of tracks and characters. Reportedly, the game will use the ram pak to support the N64's high res. mode. Look for more details next issue, after we check this one out a bit more.
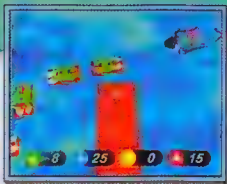
Starshot: Space Circus Fever • INFOGRAMES

A free roaming 3D platformer, Starshot looks to be a fun title in the same vein as Super Mario 64. The player is Starshot, a circus performer who wants to improve his act. In order to do so, he sets out on a quest to find items which can assist him. Along the way, Starshot will encounter numerous obstacles in seven different, non-linear areas. Set in the 32nd century, Starshot promises ample opportunity for the developers to show off their creativity. The game itself boasts over 300 different characters and allows for total freedom of movement within the environments. The screen shots reveal a game that is very bright and appears to be well animated. Starshot could easily be a sleeper hit for the N64.

Command and Conquer 3D • NINTENDO

The age-old strategy game is making its way to the N64 courtesy of Nintendo. For those of you unfamiliar with the PC game (where have you been?), Command and Conquer is a real time strategy game much like Warcraft or Starcraft. The game is set in the near future where two opposing forces, GDI and NOD, are fighting for control of the planet. By taking control of one of the two sides, you must lead your forces to victory. Essentially the same game as the PC original, Command and Conquer offers mostly visual improvements. As the name indicates, the game is now in full 3D and will run in high res. with the ram pack. At this time, multiplayer options are still unknown.
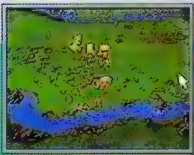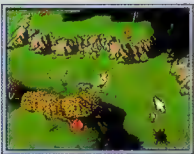

Shadowgate: Trials of the Four Towers • KEMCO

Continuing the Shadowgate series on the N64, Trials of the Four Towers is a first person polygonal adventure. The game itself is played from a first person viewpoint. Players can roam freely about the caverns and dungeons of the game. Like earlier games in the series, players can expect numerous puzzles in Trials of the Four Towers. If the N64 version is as good as the NES original, then Kemco definitely has a hit on their hands.

Goemon's Great Adventure • KONAMI

The latest in the series of games featuring Goemon, Great Adventure continues the adventures of a certain little blue headed Ninja. Great Adventure is unique, because it is the first co-op sidescroller for the N64. You and a friend can play as a team against the enemies in the game. Look for typical Goemon humor to once again be found within the title. With four different player characters, Goemon should provide both variety and challenge. Goemon's main adversary is name recognition. While he is popular in Japan, the little guy is not exactly a hot property here in the states.

V-Rally 99 • INFOGRAMES (NO SHOTS SHOWN)

Rally fans rejoice. V-Rally is an addictive rally racing game with approximately 40 different tracks. There are also over a dozen licensed cars, each with their own unique attributes. Differing road surfaces, such as gravel, pavement, mud, snow and more, ensure a varying challenge throughout the game. Weather conditions are also a variable, with races happening day or night, rain or shine. If you are a rally racing fan, this is a game to watch.

Hybrid Heaven • KONAMI

Hybrid Heaven focuses on RPG elements, with a little action thrown in for good measure. In the near future, the subways under New York City have become a breeding ground for genetically engineered mutants. As the game's protagonist, you have to prevent the mutant monsters from running wild and endangering the residents of the city. Hybrid Heaven will have a solid story, with the plot advancing through cinema scenes between levels. This is one game to keep an eye on.
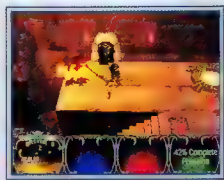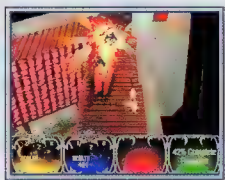
Gauntlet Legends • MIDWAY

A translation of the arcade game of the same name, Gauntlet was previewed in the last issue of Q64. Featuring everything the arcade game had and more, Gauntlet promises to be just as much of a hit as the original ever was. The visuals of the arcade have translated well to the small screen, with little loss in graphic quality or framerate. The four-player mode will remain intact, allowing a group of adventurers to go at it together. This is one game that is almost guaranteed to be a hit.

Hydro Thunder • MIDWAY

Take high speed racing, except use boats instead of cars, and you have the basic concept behind Hydro Thunder. While a racing game in and of itself isn't that original, the use of high speed boats over cars is a nice change of pace. Because the arcade version was running on 3Dfx hardware, the translation from arcade to home will no doubt lose some of the visual resolution, but use of the ram pak should minimize any visual loss. With 13 boats (nine regular and four hidden), and 11 tracks, Hydro Thunder has plenty of replay value.

Star Wars: Episode 1: Racer • LUCASARTS

Based on the pod racing scenes in The Phantom Menace, Star Wars: Episode 1: Racer is sure to bring fans racing to the stores. Pod Racing, for the uninformed, is the sport of racing vehicles which are little more than massive engines. Racer will feature many of the characters and locales (20 characters and 8 locales in all) from the movie, all in high res. glory. The game supports both the rumble and ram paks. Additionally, controller pak support is in the game, which will allow players to save upgraded vehicles and race them against friends. All in all, Racer looks to be an exciting title that will please fans of all ages.
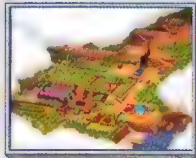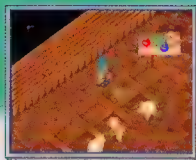
Blitz 2000 • MIDWAY (NO SHOTS SHOWN)

NFL Blitz with more characters, more plays, more teams and more statistics. The graphic engine has been upgraded, but the arcade style gameplay that everyone has come to know and love has been kept intact. If you're looking for a football simulation, then you don't want Blitz. But, if you want fast action, no rules football, then Blitz 2000 is the game to watch. It should be on store shelves just in time for the season this Fall.

Ready to Rumble • MIDWAY

Taking a different approach to the sport of boxing, Ready to Rumble harkens back to the cartoony look found in Punch Out! on the SNES. Early screens show detailed characters with plenty of style. It looks as though Midway is taking an arcade approach versus a simulation approach for this game. Think of Ready to Rumble as the boxing version of NBA Jam or NFL Blitz.

NBA Showtime: NBA on NBC • MIDWAY (NO SHOTS SHOWN)

Continuing the Midway arcade-to-home process is NBA Showtime, similar to Jam and Hangtime, Showtime is an arcade style, four-player, fast action basketball game. All of the NBA licensed teams, players and arenas are included in the game. A create-a-player feature allows you to put yourself in the game. While exact details on the N64 port are sketchy at this time, it is safe to say that, if you liked the arcade, the N64 version will satisfy. We should have more info on this game in the Fall issue.

World Driver Championship • MIDWAY

Produced by Boss Games (Top Gear Rally), World Driver Championship is looking to be an excellent addition to the Midway lineup of racing games. The game is set to feature 10 different tracks and huge number of cars at this time. Early screens show the game running in what appears to be high res mode. If the gameplay can hold up to the visuals, then World Driver Championship will be a solid addition to the N64 library.

Earthbound 64 • NINTENDO

Known as Mother 3 in Japan, Earthbound 64 was originally slated to be a 64DD launch title. Since the 64DD slipped into obscurity last year, however, Earthbound 64 made the move to cart. Picking up where Earthbound left off, Earthbound 64 promises more of the wacky, yet endearing role-playing adventure found in the first game. Currently not much is known about the story, except that the game will follow more then one character. Options that were going to originally be included on the 64DD version of the game are also in limbo, since the game was moved to cart. Hopefully, we will find out more at the show.

Harvest Moon 64 • NATSUME

A translation of the popular Game Boy game, Harvest Moon 64 gives the player the chance to live a virtual life through the game. As a young farmer, the player must divide his or her time between tending crops, enjoying free time and wooing potential mates. If you devote too much time to one task, then you will fail at the others. An interesting strategy game, to say the least. The N64 version will have a larger world to explore, more job options, new tools, new farm animals and plants and more than 50 different characters.
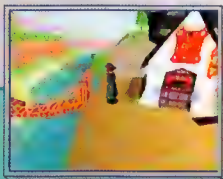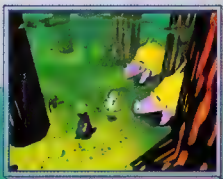
WAR: The Final Assault • MIDWAY (NO SHOTS SHOWN)

Another arcade translation, WAR is set in the near future when a small Russian republic breaks off and declares war on Russia. Attempting to prevent the breakup, the Russian military moves in and is thrown back with ease. NATO offers assistance, but they are rebuffed as well. With the world's superpowers helpless against a small republic wielding nuclear weapons, only one thing can be done — they send in a crack team of special agents to destroy the republic from within. As a first person shooter, WAR works; but the arcade version was relatively short. The game will have deathmatch play but, if the single player game is not expanded upon, players may leave this one in the cold.

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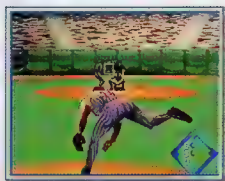
Mortal Kombat Special Forces • MIDWAY (NO SHOTS SHOWN)

Done in the style of Tomb Raider, MK Special Forces is a 3D, third person adventure focusing on Jax and Sonja Blade. No details on the story right now, but expect to see plenty of MK fighting action. It is going to be interesting to see how this one plays because, up until now, no MK game has ever been in 3D. Another thing to watch out for is the adventure style of the game. The last time Midway tried this (Mortal Kombat Mythologies: Sub Zero), the result was less than stellar. We'll have to reserve judgment until we get a reviewable version of the game.

Mario Party • NINTENDO

Already out on store shelves, Mario Party is a great game for both gamers and non-gamers alike. In case you haven't seen this one yet, Mario Party is a board game style game with players advancing via dice rolls. The difference between Mario Party and a traditional board game, however, is the number of mini-games, which can change who's winning and losing in an instant. Some of the mini-games are based on chance and others are based on skill, but all are fun. Check this one out if you get a chance.
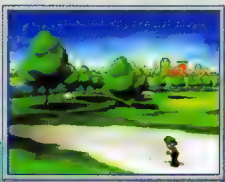

Ken Griffey Jr.'s Slugfest • NINTENDO

After last year's Griffey baseball game, it was clear that Nintendo Sports was a serious force in the baseball arena. Well, they've done it again with Slugfest, which sets a new standard for baseball games. Running in medium resolution, Slugfest already looks much better than last year's game. Pop in the ram pak, however, and it is even sharper. Featuring exhibition, season, World Series and home run derby modes, Slugfest has plenty of game modes to keep baseball fans satisfied. Slugfest also features a create-a-player mode, giving fans an opportunity to put themselves in the game as a free agent. The game will feature play-by-play announcing by the Mariners' Dave Niehaus and a Dolby enhanced soundtrack. Between All-Star 2000, Triple Play 2000 and Slugfest baseball, fans can't go wrong with an N64.
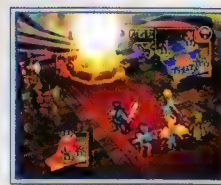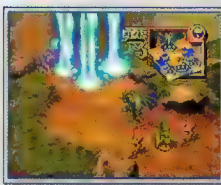
Mario Golf • NINTENDO

Mario Golf is hard to describe because it is a somewhat realistic golf game set in a fantasy setting. The characters and courses are all a creation of the game designer, but the physics and gameplay are true to life, or at least as true to life as you can get in Mario's reality. Anyone who remembers the old NES Golf game featuring Mario will know that Nintendo is no stranger to the game. NES Golf was one of the best titles on the system. Mario Golf is also similar in style to the PlayStation game, Hot Shots Golf.


Ogre Battle 3 • NINTENDO

Ogre Battle 3 is the sequel to the SNES hit Ogre Battle and Tactics Ogre (a Japanese only release). A strategy title with some RPG elements to it, Ogre Battle 3 is sure to appeal to fans of the original, as well as players looking for a tactical challenge. The new games will feature a passing of time from night to day, real time battles and effects of fatigue, among other things. A detailed story will drive the game forward and provide motivation for the characters. The visuals themselves are sharp and early screens look great.
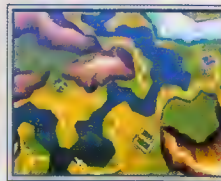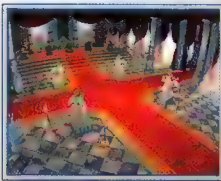
Pokemon Snap • NINTENDO

Unlike the Pokemon Game Boy games, the object of Pokemon Snap is not to fight or capture Pokemon for you collection. Rather, the player travels on safari through Pokemon Island in an attempt to snap pictures of all of the Pokemon in their native habitats. Currently a popular title in Japan, we have to wonder about the title's viability here in the U.S. On the surface, snapping pictures doesn't seem like much of a game, but thousands of Pokemon fans can't be wrong.
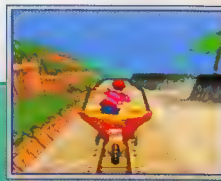
Pokemon Stadium • NINTENDO

This is the N64 Pokemon game that Game Boy owners have been waiting for. Stadium is a Pokemon battle arena, which allows players to do battle with captured Pokemon in full color and full 3D on the N64. Pokemon Stadium is accompanied with a Game Boy adapter for the N64. The adapter connects to the N64 controller and allows players to transfer Pokemon data from the Game Boy cartridges to Pokemon Stadium. Stadium will have a small selection of Pokemon characters ready to fight, if you don't own the Game Boy version, but then, if you don't have a Game Boy Pokemon why would you be purchasing Pokemon Stadium?

Starcraft • NINTENDO (NO SHOTS SHOWN)

Announced last year as an N64 exclusive, not much has been seen of the title. As a port of the PC strategy game of the same name, Starcraft places players as one of three races: human, protoss or zerg. Each race has specific advantages and disadvantages, which results in a balanced, but different, game depending on which race is played. A key feature of the PC original was multiplayer, no word yet on how the N64 version of the game is going to implement that feature.
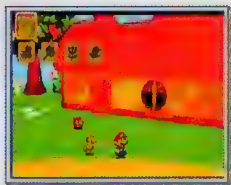
Super Mario RPG 2 • NINTENDO

When the first Super Mario RPG appeared on the SNES, it was a hit. Thing is, the first game had the wizards at Square working on the game, the sequel does not. This doesn't necessarily mean the sequel will be bad, it just means it has some big shoes to fill. Super Mario RPG 2 has taken a different visual look than its predecessor, going for a flat 2D look versus the original's isometric, pseudo 3D look. If the designers can produce a story that is as good as the first game, then this should be a hit as well. The N64 could use a good, in-depth RPG.

Super Smash Bros. • NINTENDO

The one thing that we never thought we would see on the N64 is a Nintendo fighting game. It seemed to be something that went against everything Nintendo held dear (remember this is the company that refused to allow blood in the original Mortal Kombat). Strangely enough, however, Nintendo not only gave the genre a go with Super Smash Bros., they did a good job of it. Super Smash Bros. serves up fun fighting action in a package that anyone can enjoy. As is typical of Nintendo, there is no blood and characters don't "die," they are knocked out of the ring. Check out the full review in this issue for more details.

The New Tetris • NINTENDO

You're probably asking yourself, "Haven't I seen this one before?" That answer is yes, it is yet another version of Tetris. New to this version is a four player mode, high res. background images and a new soundtrack. Is it enough to warrant a purchase? We'll let you know after we get a chance to play it.

Twelve Tales: Conker 64 • RARE

This game has been in the works for awhile, and is probably one of the more wanted N64 titles among players who are aware of its existence. Following the adventures of Conker the squirrel, the game is cute, but no doubt enjoyable. Following the success Rare had with Banjo-Kazooie, it is safe to say they know how to produce N64 platform games. In addition to the N64 game, there is also a Conker Color Game Boy game in the works.
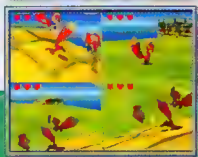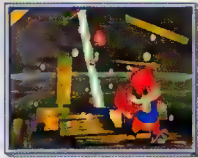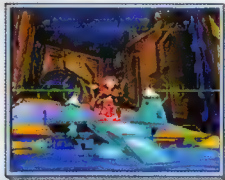
Jet Force Gemini • RARE

Due out this summer, Jet Force Gemini should be a top-notch title. Why? Simply because Rare is the developer. With games like GoldenEye 007, Banjo-Kazooie and Diddy Kong Racing under their belt, Rare has proven themselves to be a AAA N64 development house. Set in the far future, Jet Force Gemini is a 3D shooter that follows the adventures of Juno, Vela, and their dog Lupus. The Jet Force Gemini team is fighting against an evil warlord, Mizar, who is determined to take what he wants when he wants it. Each character will take a different path through the game, ensuring at least three different gaming experiences. This is great news in terms of replay value. In addition to the single player game, Jet Force Gemini will also include multiplayer deathmatch modes. We can't wait.

Xena: Warrior Princess (working title) • SAFFIRE CORPORATION (NO SHOTS SHOWN)

Saffire currently has two different Xena games in production. The first is due out at the end of the year and is scheduled to be a fighting game. Aside from that, not much is known. The second game, which will appear sometime next year, is slated to be a RPG of some sort. Details are sketchy right now, but we should have more for you after the show.

Rainbow Six • SAFFIRE CORPORATION

Based on the PC game of the same name, Rainbow Six is the brainchild of author Tom Clancy. If you haven't played the PC game, Rainbow Six is a complete special ops simulation. You start out each mission in a planning mode where every team member is given an assignment. Then, the game switches to a first person mode when the mission is carried out. If successful, you move on; if not, you can try again. Oh, and one other small thing — in Rainbow Six the rule is one hit one kill. If your enemy gets off a head shot at you, you're dead. No insta-health kits in this game. If Saffire can successfully bring this one to the N64, it is sure to be a top-notch title.

Young Olympians • SAFFIRE CORPORATION

While this game isn't slated to appear until mid-2000 (which means we'll probably be seeing it at next year's E3 as well) it is worth noting. Currently planned as an action/adventure title, Young Olympians has our heroes facing off against demons from the underworld. It seems that the elder gods had captured the demons long ago and entrapped them. The demons would have stayed trapped if not for a meddling archeologist. Because of the earlier covenant, the elder gods are powerless to stop the demons, but their children, the Young Olympians, are not bound by any such agreement. If the heroes win, all is well; if they lose, the world will be possessed by demons. The game will feature five different characters, each with unique abilities and powers, an inventory system, useable weapons and a two-player co-op mode.
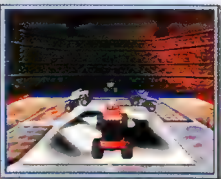
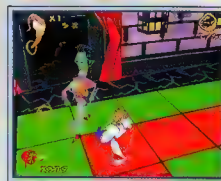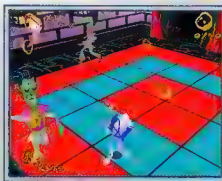### Monster Truck Madness 64 • ROCKSTAR GAMES

Monster Truck Racing comes to the N64 in all its mud-filled glory. Trucks such as Bigfoot, Executioner and Gravedigger are all here. With seven car-crushing tracks and 20 different trucks to choose from, players will have no trouble choosing an appropriate instrument of destruction. One important thing about Monster Truck Madness 64 is the fact that real life rules don't necessarily apply. In order to keep the game interesting, Rockstar has introduced a slew of special items including: shields, invisibility, super jumps, turbo boosts and more. Game modes include standard racing as well as a deathmatch mode, a chase mode and a "soccer" mode. This one should be interesting, if nothing else.

Earthworm Jim 3D • TAKE 2 INTERACTIVE

The little worm that could is back with a vengeance in Earthworm Jim 3D. After taking the 2D platform world by storm a few years back, Earthworm Jim disappeared from view. Believing the character to be ripe for a 3D update, Take 2 brought Jim to the N64. With a twisted plot (Jim is knocked unconscious by a cow and has to battle his subconscious), crazy characters and trademark humor, Earthworm Jim 3D should be a hit.
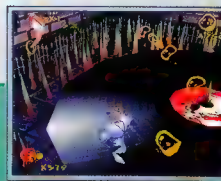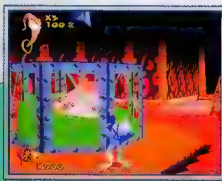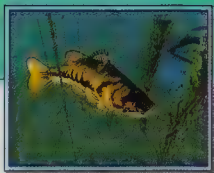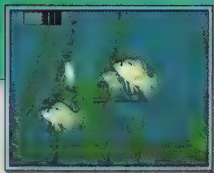
In-Fisherman Bass Hunter 64 • TAKE 2 INTERACTIVE

Bass Hunter 64 is Take 2's claim to the world of fishing simulations and it looks promising. The game features real world lakes and plenty of lures, rods and accessories (such as GPS units) sure to keep any fisherman happy. According to Take 2, the fish have been given a high level or artificial intelligence to make the virtual fish behave as real fish. Testing this claim could be difficult (Eric isn't going to expense a day-long fishing trip for the staff), but it is an attractive statement. Of course, the only problem with virtual fishing is you can't eat anything you catch. It all has to be thrown back.

Bassmasters 2000 • THQ (NO SHOTS SHOWN)

Every good fisherman needs time to practice his craft, and Bassmasters 2000 provides just that. Done in the style of the Bass Masters Classic SNES game, Bassmasters 2000 is a bass fishing tournament complete with an announcer. Features planned for the game include a virtual tackle shop, "create-an-angler" mode, speed fishing and split screen two-player fishing. Bassmasters 2000 will run in high res. and has ram pak support. Currently at an early stage in development, Bassmasters 2000 is due out this fall.
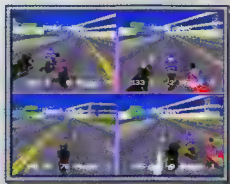
Road Rash 64 • THQ

The Road Rash series has always been a favorite, but to date the next generation versions of the game have been less than inspiring. Hopefully, THQ and DT Productions have worked hard on the control aspect of the game and produced something worthy of the name. We'll let you know more as soon as we get a chance to play this one, hands-on. Road Rash 64 uses the N64 ram pak to run in high res. mode.

Rugrats: Scavenger Hunt • THQ

A board game similar in style to Mario Party, but targeted at a younger age group, Rugrats should appeal to fans of the TV series. All of the characters from the series are here and the game will allow for multiple players, or a human vs. computer contest. The characters will feature authentic voices and the visual design of the game matches that of the TV show. Young gamers will love it, but older gamers will probably want to steer clear.
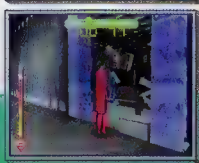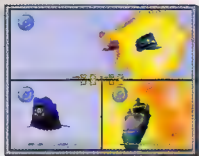

WCW/NWO Nitro • THQ (NO SHOTS SHOWN)

Nitro is THQ's last WCW wrestling game before they lose the license (after this, they will be producing WWF games). Developed by Inland productions (instead of Asmik, developer of the previous two N64 wrestlers), Nitro features more than 60 characters with signature moves and taunts. The game will feature hidden characters and secret rings. All of the standard gaming modes will be intact, with exhibition, tag-team, tournament and "Battle Royal" modes available. Expect more moves and animations per character than those seen in the previous THQ wrestling games. With Nitro, Acclaim's Attitude and EA's Mayhem on the horizon, it should be an enjoyable summer for N64 wrestling fans.

Superman • TITUS

Based on the animated series (versus the movies or comic books), Superman features the player as the Man of Steel in a quest to save Lois Lane, and the world, from the evils of Lex Luthor. The game borrows heavily from the look and feel of the animated series, with game environments being modeled after what is seen on the TV screen. Titus is also planning on featuring as many of the villains as possible in the game. There are currently 16 different levels for the Man of Steel to explore before the final showdown. Players will have access to all of Superman's powers, including heat vision, flight and super strength. Like all other Superman games though, the Man of Steel is not invulnerable. Oh well, nobody's perfect.
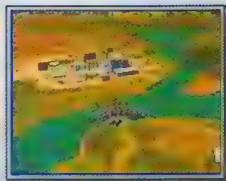
Hype: The Time Quest • UBI SOFT

Based on the Playmobil toy series, Hype is a heroic knight who has been vanquished by his arch nemesis to the depths of time. Being the heroic adventurer that he is, Hype must find his way through time back to where he belongs and a showdown with the evil Black Knight. Currently, Hype features 13 different levels to explore and work through. With some light RPG elements, Hype should appeal to players looking for a more in-depth game. We'll have more info, after the show.

All-Star Tennis '99 • UBI SOFT

Featuring real life tennis stars such as Michael Chang, Richard Krajicek, Jana Novotna and Zoe Taylor, All-Star tennis promises to be one of the most realistic tennis games on the market. Players will be able to compete in exhibition matches as well as "world tour" mode, which allows you to play for the championship. Both doubles and singles are supported. Also included is a "bomb" mode, which makes for an explosive game. Look for the full review in this issue.
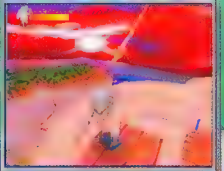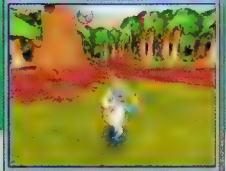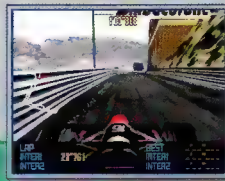

Harrier 2001 • VIDEO SYSTEM

Video System teamed up with Paradigm Entertainment to developer Harrier 2001, a combat simulation for the N64. This airplane fighter not only looks good, but the developer heritage lends credence to the idea that it will be an accurate representation of a Harrier jet. With more than 50 single player missions and a multiplayer mode, this is the closest you're ever going to get to flying a Harrier - unless of course you're a pilot for the USMC.
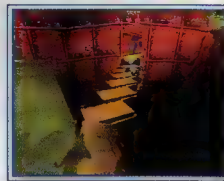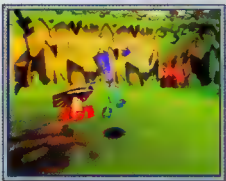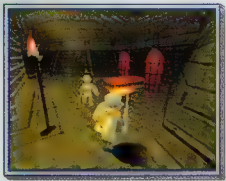
Monaco Grand Prix • UBI SOFT

Designed as a complete racing simulation, Monaco Grand Prix offers players the chance to race the famous Monaco GP track. It is recognized around the world as one of the toughest GP tracks in existence. The game was made with the assistance of the Automobile Club of Monaco. The club is the organizer of the famous race and they helped ensure that the game was accurate. In addition to the Monaco track, the game will also feature 15 other international tracks and up to 22 cars racing on any one track. Also on the feature list is a detailed physics model and a four-wheel independent suspension. This means adjustments and performance tweaks are no longer optional, they are necessary. Full car customization means that just about any tweak is possible. Visually Monaco Grand Prix looks stunning, and compete with the best racers out there. Check out our complete review...
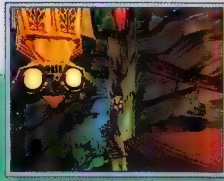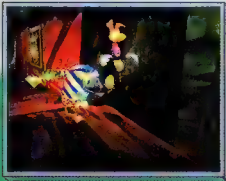

Tonic Trouble • UBI SOFT

Tonic Trouble follows the adventures of Ed, an alien with a kind heart, but bad luck. It seems that Ed was flying along in his spaceship enjoying some wonderful tonic when he just happened to spill some of it on planet Earth. Ed was disappointed that he spilled some of his beverage, but he was even more disappointed to discover that the spilled tonic was causing some real trouble, if you can call killer mutant vegetables trouble, down on the planet below. Now, it is up to Ed to fix the damage he's caused and get things back to normal. With more than 10 worlds to adventure through, Ed has his work cut out for him. Similar in style to the Rayman games, with colorful visuals and a humorous storyline Tonic Trouble promises to be a fun 3D platformer that attracts kids of all ages.
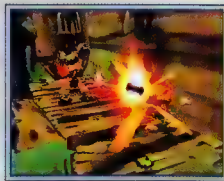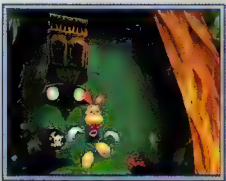
Rayman 2 • UBI SOFT

The long awaited sequel to Ubi Soft's popular platformer, Rayman 2 looks to be worth the wait. The game follows the adventures of our lovable protagonist, Rayman, as he attempts to rescue his friends from the evil space pirates. Moving from 2D to 3D doesn't seem to have been a problem for Rayman. The look and feel of the game appears to have been kept intact. Rayman will keep all of his powers from the first game and has gained the ability to travel around on vehicles. Additionally, there are plenty of secrets and bonus levels to find. If the actual game looks as good as the screenshots, we're sold.

SIZE MATTERS

Bass Hunter 64

EVERYONE

E
CONTENT RATED BY
ESRB

GEARHEAD
ENTERTAINMENT
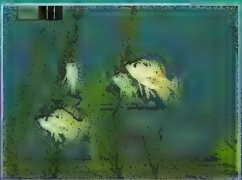
In-Fisherman

TAKE2interactive

NINTENDO 64

Reel 'em in with In-Fisherman's
Al Lindner!

Tons of camera views including
underwater "Lure Cam"

Actual 3D lakes and
environments
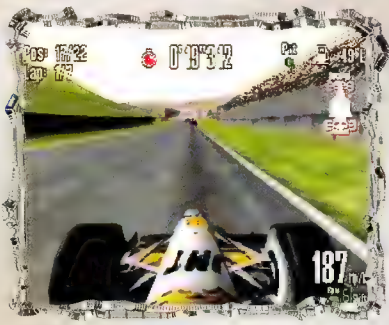
Bass, muskies, pike, channel
catfish, walleyes, crappies
and more

JUDGEMENT 64

MONACO GRAND PRIX

GOOD F1 — AVERAGE RACER

Feast or famine! That statement pretty much sums up the state of racing games on the N64. We have been treated to incredible games like SF Rush, Beetle Adventure Racing and Mario Kart on the one hand, and total stinkers like F1 Pole Position and Cruis'n USA on the other. Compare that to the "other" console out there and it becomes readily apparent that being a fan of racing games can be a fairly frustrating experience on the N64. This brings me to the topic of my latest endeavor, Monaco Grand Prix from Ubi Soft, the same folks who brought us one of the aforementioned stinkers. Another boring F1 style racer you say? Well, hold on Gomer, it looks like Ubi Soft may have developed a cross-over title aimed at those of us with NASCAR on the brain on this side of the Atlantic. Monaco Grand Prix was designed to be a true F1 simulation, all the way from the

complete seasons to the animated pit stops. Is that enough to pull us NASCAR loving Americans away from our pork rinds and recliners? Well, only time and a thorough Q64 review will tell.

GAMEPLAY

If you've ever played an F1 style racer, you'll immediately recognize the format of Monaco Grand Prix. You start out by setting up your car and team. You can tweak the suspension, aerodynamics, etc. This is supposed to help you master the varying characteristics of the different courses and, while this may work in real life, I've never really seen it be effective in a video game. Once you get your car and team set up, you pick your race: Championship, Single Race, Time Attack or Duel. Once you've done that, you can select race length and weather conditions. I spent the majority of my time

in the Championship Mode attempting to work my way through the entire season. Before you start the race, you can choose a practice round before the qualifying session and then go into the actual race. Being the impetuous arcade guy that I am, I never bothered with either. If I couldn't win starting in 22nd place, what good am I?

In my opinion, the biggest draw back of F1 style games is two fold; the control factor and the length of the races. Most red blooded Americans don't want to go slow and spend a lot of time with their foot on the brake in their racing games. Such is not the case with Monaco. Rarely did I have to use the brakes; letting off the gas at the 100 ft markers was generally good enough to get you through the corners. The cars responded very well to even
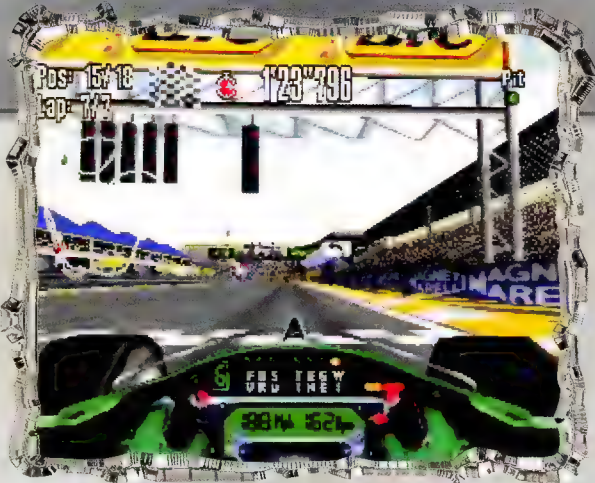
the slightest movement of the stick which also helped in the control category, especially in the 1st person camera angles. Secondly, if you play at full race length, you'll be in for a long day indeed. At full length, the average race will take you over half an hour. So, maybe now you know why I don't use the practice or qualifying sessions.

Speaking of camera angles, most racers only have one camera angle that works. The rest seem to be there for screen capturing purposes. In Monaco Grand Prix, there are seven to choose from

and every one of them works, especially the first person cockpit view. If nothing else, this factor alone, makes Monaco Grand Prix worth a look.

The last thing I want to mention with regard to gameplay is the artificial intelligence. You ever notice that, no matter what racing game you're playing, you can always catch up to the guy in front of you? It never fails, you can always out accelerate the competition. Not so with Monaco. (That rhymes doesn't it? Maybe I have a future as a rapper!) The
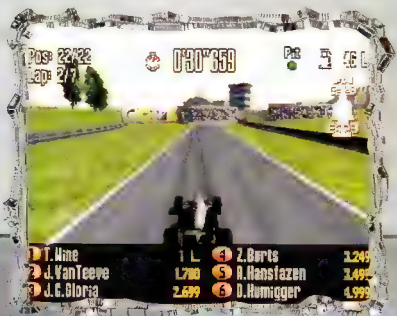
the graphics department; especially with F1 games. The extensive use of fog is criminal. While not the best visual presentation I've seen on the system, Monaco does a pretty good job of bringing this sport to life. The cars are all very detailed and the tracks and backgrounds are very crisp. There is virtually no pop up and the sense of speed is the best I've seen in an F1 racer. Without question, though, the most remarkable visual aspect of this game is the first person cockpit view. It's the best I've ever seen and completely functional. The only downside is the tire rotation. If you've ever seen Fred Flintstone driving the "RubStone Special", you know where I'm going with this. The tires rotate like squares. It gets real distracting after a while. That being said, the overall visual package is pretty solid. Like I said earlier, all seven camera angles are very functional and no matter what your car is doing, the camera does a great job of following the action.

SOUND

When it comes to sound in a racing games, there are only two things to talk about: the sounds of the cars and the broadcast quality. Monaco does a decent job with the car sounds. You can hear the other cars' engines

key to winning in this game is to make it on the corners, you will not be able to catch up on the straightaways. I found this very challenging; I saw myself getting more and more aggressive on the corners as I figured out this was my only chance to pass the competition. That's the kind of thing that will keep me coming back!

GRAPHICS

If there is one area of N64 racing that has been overly disappointing it has to be in

as they approach, but not until it's too late to do anything about it. The broadcast quality is a different story all together. There isn't any! These games can get pretty boring when there is no running commentary, especially if you're playing the full race. There is almost no crowd noise and no music whatsoever. Granted, this is a simulation, but give me something!

CONCEPT

I love writing about the concept of a racing game; go fast and win race! Given that Monaco is a true simulation, the concept is pretty much set in stone. It's been done before, in fact, on every system there ever was and it has never changed.

SHELF LIFE

Given the sheer size of the individual races, you would think that Monaco Grand Prix would have a better than average shelf life. Maybe, maybe not. The game can get pretty tiring after a while when you're playing at the longer percentages, especially with no commentary. The one thing that keeps you coming back is the desire to see the next course. That too, however, isn't enough, because you can select your course in the Single Race mode. Ultimately, it boils down to your competitiveness and your desire to beat

the game. If it's only average, you probably won't be playing this game for extended periods of time.

CONCLUSION

I'm sure Ubi Soft was looking to attract a new demographic to this category of racing. To do that, however, you are going to have to add something new to the experience. And that, Ubi Soft did not do. The sport is represented very well in this game and, if you like F1 games, you won't be disappointed. If you're looking for a fresh experience, this isn't it. Monaco Grand Prix is the best F1 style racer on the system but, unfortunately, that's not saying much! A rental for most, a purchase for fans of the sport and those of us who are looking for the best cockpit view on the system.

ALEX

THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
7	7	4	5	6

| OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10

JUDGEMENT 64

## KONAMI'S
HYBRID HEAVEN

"NOT EXACTLY HEAVEN, BUT..."

In the year 2000, a conspiracy to take over the world will unfold in Washington, D.C. (I'm not talking about Al Gore being elected, which is a scarier scenario). Instead, a group of aliens have created a genetically synthesized human race known as "hybrids." By placing these hybrid clones in high-level government positions, the aliens plan to eventually replace the President of the United States with a replica who is under their control. With the President doing their bidding, the aliens plan to use the U.S. military to take over the world (haven't they heard of checks and balances?). While the story is a bit of a stretch, such is the situation in which you find yourself. The only problem is, as the game begins you are unsure of exactly who you are or whose side you are on.

GAMEPLAY

Hybrid Heaven is aptly named, because the game is a hybrid of various genres —
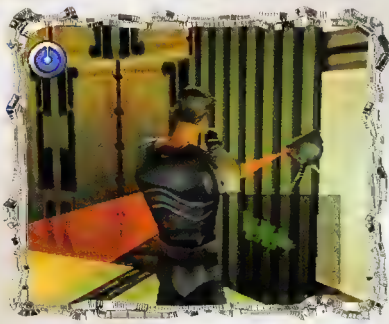
exploration, role-playing games (RPGs), and fighting. Your character runs through corridors and rooms picking up items, looking for key "upgrade" machines, and interacting with any characters you might meet. When you meet an unsavory character, who seem to be the majority of the game's denizens, the word "Fight!" appears on the screen. At that point, the camera backs out to show both you and your opponent in the room that acts as your arena. During battles, your stamina, power level and hit points are shown on the screen— but your opponent's levels are not, so you never quite know how close you are to defeating him/her/it. You cannot leave until the fight is resolved and, should it be resolved against you, the game ends because you only have one life to live. Fighting in Hybrid Heaven is menu-based. That is, you must decide whether to use an item or to attack. If you choose to attack, you can either punch, kick, or (in some situations) perform a
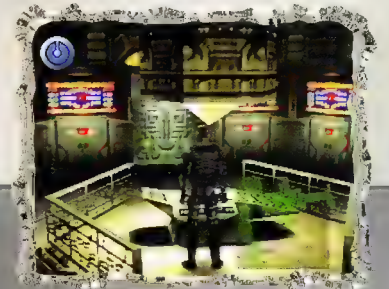
combination. Once you've selected the type of attack, you then must decide which arm or leg is doing the attacking and where on your opponent's body the attack will land. It is not as tedious as turn-based RPG battles, but neither is it as fast-paced as a normal fighting game. You've got to try and attack when your power bar is at its maximum and before your opponent beats you to the punch (or kick).

When you are not fighting, you get to explore from a third-person perspective. Unfortunately, the camera proves to be a hindrance. You can't manipulate it as easily as you need to. When you do shift the camera manually, your character comes to a halt — but enemies do not. The game also changes the camera angle unexpectedly to add dramatic tension, but as a result you can't see where you are going. Drones and homing mines will pick
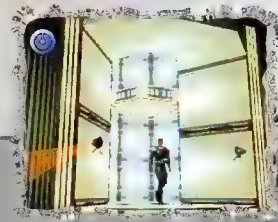

you off while you attempt to get your bearings, or you may run off a ledge and die if you continue to move forwards.
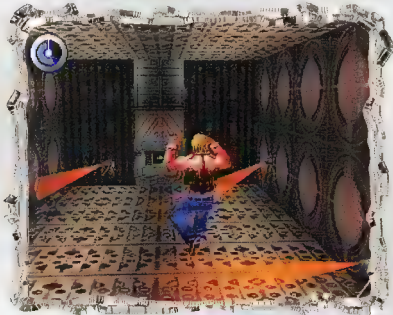
Shooting objects is also unnecessarily difficult. You must press and hold the right shoulder button, move the control stick to aim, and then use the A or Z buttons to fire. Because the control stick self-centers, you cannot lock your aim. Fortunately, the game "cheats" by hitting anything which could reasonably be considered to be in the line of fire. However, it is hard to judge the actual range of your weapon.

Although Hybrid Heaven tries to

combine three different types of games, it doesn't do any of them extremely well. As far as exploration is concerned, the "puzzles" involve little more than finding a key upgrade machine or pushing a colored button to open a colored gate. As far as fighting is concerned, it is too easy to avoid being hit. You can also continue to use a single attack over and over to defeat all enemies — they don't each have different weak spots. While the need to choose moves and defenses from a menu makes the game seem more like an RPG, unlike that type of game there are few

JUDGEMENT 64

Mortal Kombat foes. Mechanical foes look better, and fit in with the surroundings. Since the story takes place inside an underground alien ship/complex, futuristic-looking corridors are the main feature. There are cargo holds, chasms, catwalks, ladders, and lots of machinery — kind of like the first Death Star, eh? It feels alien and, thanks to the camera, a little claustrophobic. The game takes advantage of the memory expansion pack by increasing the level of texture detail, but the trade off is a significant drop in the frame rate.

SOUND

The game's soundtrack is really well done, changing in intensity with the story (although it is perhaps a bit too dramatic during the generic fight scenes). Sound effects consist mainly of punches and kicks being traded, doors opening, and boots clanking on floors and ladders. The sounds of your laser gun, and the resulting explosions, are pretty weak however. In addition, you'll notice that you won't hear any voices for the characters. I'm sure this was a function of limited storage space on the cartridge, but it would have made the game more engaging to hear the plot unfold instead of having to read it.

characters to interact with and no opportunity to affect the outcome of the story (other than winning or losing). The translation of character conversations is a little unnatural, causing unintentional humor at times.

GRAPHICS

Visually speaking, the game attempts realism on the level of Metal Gear Solid. The problem is that this type of look is not exactly the N64's forte. The mutant opponents are supposed to appear frightening, but they end up looking like generic

We have a problem.
The cell housing the biological
weapon has been opened.

CONCEPT

Neither fighting, exploration/adventure, nor RPGs are unique concepts, but the attempt at blending them together merits a few brownie points. However, Hybrid Heaven doesn't really add anything new or advance any of the genres it has combined. The storyline itself- political intrigue, brainwashing, alien invasions — isn't all that original either, so I've got to give the game an average score in this category.

SHELF LIFE

Most adventure/exploration games or RPGs have limited replay value. After players reach the end of a lengthy story, there aren't many reasons to start the game over. Hybrid Heaven tries to extend the replay value by adding a battle mode which is essentially just the fighting portion of the game. The battle mode can be enjoyed as a solo contest or against another human player, and you can only use the characters you've encountered in the normal storyline — adding an incentive to play that mode. Although the battle mode can't really stand alone, it does increase the game's shelf life.

CONCLUSION

Ultimately, there are better RPGs, fighting games, and exploration/adventure games on the market. However, no game attempts to blend these three genres. The cinema sequences are very nicely done, but you don't buy a game
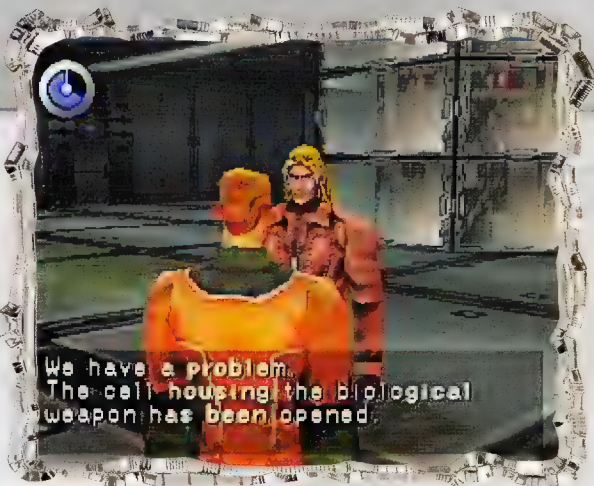
to watch a movie. Too much emphasis is placed upon fighting for my taste— I would have preferred more puzzles and exploration. If you are a fan of RPG-style fighting (i.e. moves chosen from menus), or exploration games with more emphasis on advancing the storyline than puzzle solving, this game may be worth a look.

The danger of combining multiple elements in a single game is that you may end up with a finished product which is weaker than it would have been if the game focused on just one of the elements. Zelda is a rare exception of a great exploration/adventure game with action sequences and RPG elements seamlessly blended in. Hybrid Heaven tries to be an RPG, a fighting game, and an exploration/adventure but it doesn't stand out in any single category. While it is marginally enjoyable, it just isn't going to capture your interest.

MARK

THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
6	6	8	7	7

OVERALL SCORE   0 1 2 3 4 5 **6** 7 8 9 10

JUDGEMENT 64

UBI SOFT'S

ALL STAR TENNIS

All Star Tennis 99

ADVANTAGE: UBI SOFT

Sports games may be one of the first genres to appear on a new system, but not all sports are as popular as football, baseball and hockey. Unless you enjoy one of the big three, your favorite sport is likely to be left out in the cold, at least for awhile. Eventually, however, just about any sport will eventually make its way to a viable system if you wait long enough. Well, the wait is over for tennis fans, because Ubi Soft has just released All Star Tennis 99.

GAMEPLAY

If you are a tennis fan, All Star Tennis 99 is the game to get, and not because it is the only option. It may have taken a while for the game to get released, but it was worth the wait. All Star Tennis not only meets expectations, but it sets the bar at which other N64 tennis games (if there ever are any)

will be judged.

As can be expected, the game features both exhibition and tournament modes. You can easily jump right into a singles game, or you can play for the championship. Each mode also has the option for singles or doubles games. In the case of doubles, you can play with up to four players, or you can have the computer fill in the missing positions.

In addition to the standard game modes, there is also a "Bomb Tennis" mode. Bomb tennis is an interesting, arcade twist on the game of tennis. It places a bomb on the court wherever the ball last hit. This bomb will explode after a few seconds stunning any player unfortunate enough to be caught near it. Bomb tennis adds another level of skill to the game, because a well placed return can force your opponent to run headlong into an explosive situation.
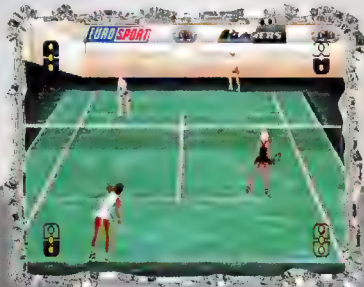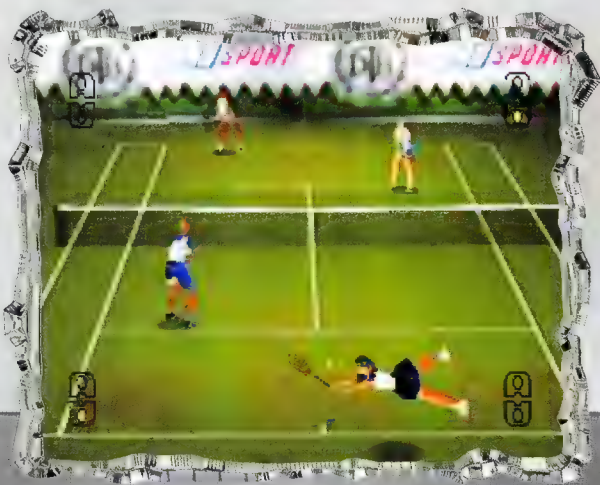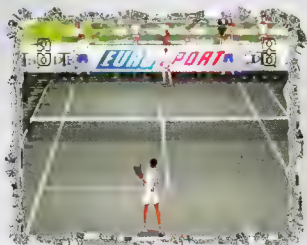
It's really too bad they don't allow this variation in the Olympics — it is plenty of fun.

All Star Tennis 99 doesn't skimp on the number of player characters, with 12 different players to choose from, including: Michael Chang, Jana Novotna and Mark Philippoussis. The inclusion of actual tennis players is a nice touch, because you can play as your favorite star. There are eight different courts to play upon, and each is made of a different surface. The surface can make a difference, because a ball will bounce one way on concrete and another way on a grassy court.

The game itself plays well, with all of the necessary swings and dives included and easy to execute. There are six standard shots that every player can use, and two "specials" that are unique to each player. The character
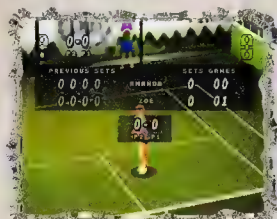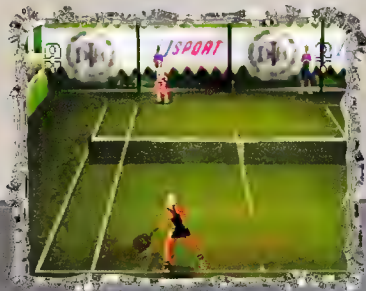
you choose will determine both your playing style, and the hand the racket will be held in. Every player does things just a bit differently, so you'll have to experiment to find one that you're comfortable playing.

The physics engine deserves some attention, simply because of its accuracy. Never once did a ball seem to go somewhere "un-natural." Everything just felt right when playing the game.

One aspect of All Star Tennis 99 that takes a bit of getting used to is the viewing angle. Whether

you're playing single player or multiplayer, the view is always from the same side of the court. During a set you will play from both sides of the court. This means half the time you see your player's back and the other half of the time you see your player's front. Learning how to play well from both sides can be challenging. The timing required when your player is facing away from you (which is the traditional view used in tennis games) is just slightly different than the timing needed when your played is facing you
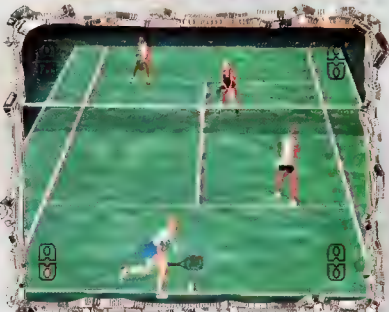
on the opposite side of the court. My initial win/loss record reflected this point, as I was able to win while in the traditional view and lost while facing my player. After a bit of practice, however, things came together and playing from both sides was not an issue. On the easier difficulty settings, the computer puts up a decent fight, but can be overcome without much practice. On the harder difficulty settings, however, even Andre Aggassi would have a hard time besting the computer. The game becomes not only a test

of reflexes, but a game of skill as well. Just returning the ball will not win you the game.

If you want to be competitive, you need to learn how to aim the ball and to vary your strokes. Winning a tennis game has nothing to do with speed, and everything to do with where the ball is placed. Hit the ball too hard and it will go out of bounds, hit it too weak and you'll set your opponent up for a smash. Hit the ball to the far side of the court, and your opponent will not be able to reach it in time.

GRAPHICS

A lot of work obviously went into the game engine, because the game could almost be a television broadcast of the event. All of the players are motion captured and move naturally. There are a number of player animations, which are not necessary but add to the feel of the game. For example, after a bad loss, a player may drop to their knees in anguish and after a match both players will walk to the net and shake hands.

The courts look good, but every court is nearly identical, save for the color of the turf. Granted, this is tennis, and a court is a court, but something could have been done to add a little variation. While
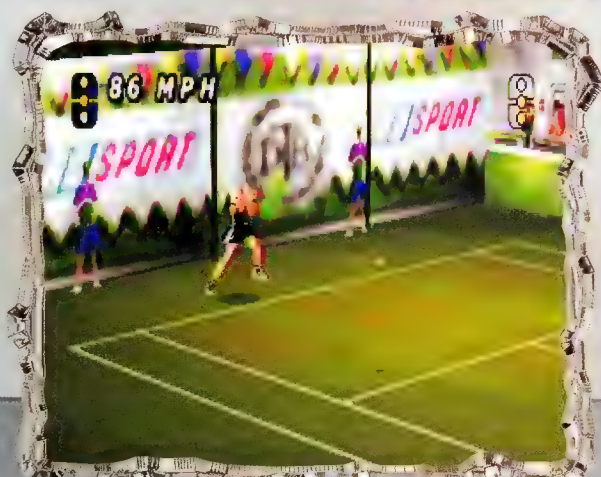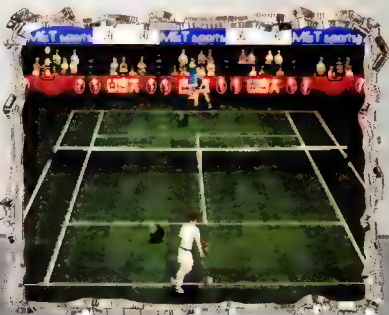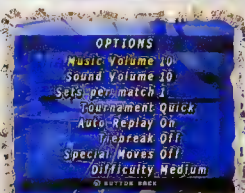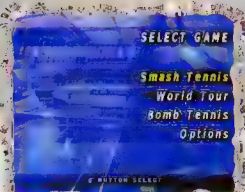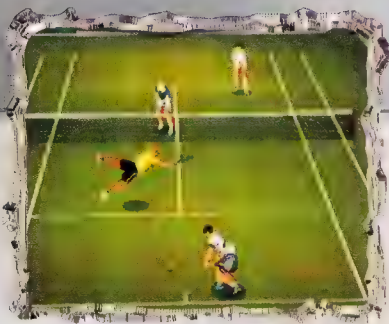
playing, it felt as if I was trapped in the same arena the whole time.

SOUND

There isn't much to be said here, simply because there isn't much sound. All Star Tennis 99 strives for realism, which means the crowd must be quiet during the match. The only sound effects to be heard are the ball and tennis rackets. Every once in a while a fan will shout something out and the referee will issue a quiet command but, aside from that there is no random noise. A little background music would have been a nice touch. I highly suggest cranking down the stereo if you plan on playing for any length of time because the simple bouncing of the ball can easily grate on your nerves.

CONCEPT

It's tennis. The game has been around for years, but this is the first one to appear on the N64. Ubi Soft does deserve credit for the inclusion of bomb tennis, because with sports games it is features that make a title stand out.

SHELF LIFE

Like any sports game, if you are a fan you are going to play it. Since All Star

Tennis 99 is the only tennis game for the N64, it is practically a given that anyone who purchases it is going to play it for a long time to come. The game is solid, and provides a consistent challenge. There is enough variety in the game to keep you coming back, and the four player mode only adds replay value.

CONCLUSION

Although tennis itself may have a somewhat limited appeal, Ubi Soft has done a good job in creating both an excellent tennis simulation and a game that non-fans can enjoy. While it sounds weird, bomb tennis is a lot of fun and really does add to the game — think of it as a tennis variation of Midway's NFL Blitz series and you'll have an idea of how it plays.

ADAM

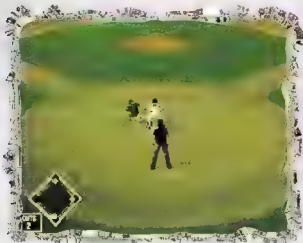| THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
9	8	6	7	8

OVERALL SCORE 0 1 2 3 4 5 6 7 **8** 9 10

ALL STAR BASEBALL 2000

"STILL THE BEST, BUT SHOULD BE BETTER"

Acclaim stunned the video game world last year with the release of All Star Baseball 2000. The game was a visual marvel and one that the outdressed every other sports game on the market (not to mention every other GAME). like most beauties in the world, however, the game had its share of flaws. The computer AI was suspect in some areas, the animation wasn't real fluid, and there were various control issues. Still, as a total package, most of us considered it the best baseball game of '98. Fast forward a year, and All Star Baseball 2000 is ready to be dissected — let's see if Acclaim (and their Iguana-Texas development studio) fixed all the things that needed fixin'!

GAMEPLAY

Before we address any remedies to last year's issues, we should talk about the most impressive NEW feature for ASB 2000. And that is (drum roll please) the addition of the adjustable 3-D batting icon. Basically, you now have the ability to accurately aim your swing. For example, let's say you want to try and shoot one down the line, just inside the foul line and between the first baseman. As the pitcher winds, simply hold down the 'B' button and rotate the icon to the right (or left, depending on what side of the plate you're on) and, if you make contact at the right time, you will have a pretty good chance at putting the ball where you want to. It takes a little getting used, even for experienced video game players, but once you do get the feel, you'll find that this new way of hitting adds a lot of depth and strategy to your games. Of course, I've found that I really only need to use it for my "Punch & Judy" type of hitters — the power guys don't need to try and slap the ball opposite field. Keep the big hitters going deep, bringing in the little guys!

All Star Baseball 2000 is an improvement over ASB 99, but more in a general kind of way. Specifically, there's a bunch of areas that could have been easily tweaked to make it the best baseball game ever. Instead, we'll take this opportunity to point out the
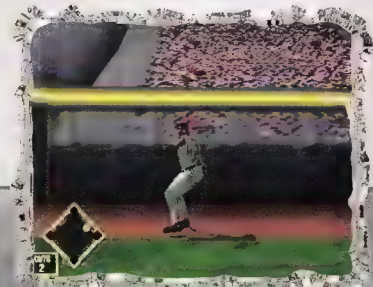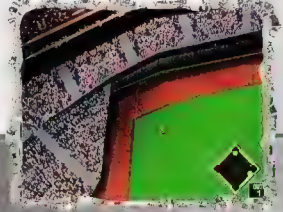
shortcomings, in hope that they get corrected for next year. The first thing I would like to see changed is the way the ball flies — there are too many hits and foul balls that land in the same spot. In other words, not enough variety in the flight pattern! Also, one of the things I've noticed is that way too many balls are fielded by the catcher (or pitcher). Playing against the computer, it routinely (anywhere from 4-10 times a game) dribbles the ball out in front of the plate, over to the left side of the diamond. At first, you'll be giving up cheap base hits because you don't know who's going to field it. However, after a couple dozen chances, you'll figure out that your best bet is to just let the catcher scoop up all of these dribblers. My next complaint is with the fielding, most commonly when going for a double play. Say your shortstop grabs a one hopper and throws to

second to start the play. Well, the second baseman NEVER seems to be able to get to the bag! He always catches the ball about five steps from the bag. What's up with that? And, to compound matters, the throw to first is rarely on time (the computer guys run very fast, apparently), so now

everybody is safe on what should have been a ROUTINE double play. There is an option to move the infield to 'double play' depth before you pitch, but the whole idea of having to do this seems too "computery" (my own term, meaning 'that what should be left to the computer jeebs'). This is, after all, a console game, and by definition that means 'fun' (whereas 'computer' means 'dull').

Another spot that I thought would have been cleared up for 2000 is that of the computer AI. The next area for improvement is in the way a ball lands in the outfield, on natural grass. Every time you hit a shot into the gap, it hits the grass and just screams

— maybe a 'slow, medium, fast' selection via the yellow icons. Also, the new instant replay system works well, but there should be an option to remove the text from the screen, so that all you see is the 'frozen' image.

These are all "constructive criticisms" for a game that is on the verge of being monumental. ASB still has the best pitcher/batter interface in the business, and the movement of the breaking balls make the guess-a-pitch feature the best thing since pine tar. The bottom line is that the overall gameplay is better than last year's version, but still far from where it could (and should) be.

GRAPHICS

ASB remains the industry standard when it comes to graphics, and this year the animations have been smoothed out to make the game look even better. Gone are the choppy swings and crazy throws, replaced by a number of different complete swing animations, as well as a bunch of new throwing animations. However, much like with the gameplay, the graphics can be tweaked a bit, too. For instance, it seems that, more times than not, when you catch a fly ball in the outfield, your player is facing the bleachers!? Also, the camera work cuts so quickly on some types of infield plays, that you don't get to see the entire animation. For all the work that went into creating them, you definitely want to see them a bit longer. Oh, and one last thing regarding graphics — the names on the back of the jerseys

to the fence — like it landed on artificial turf. Granted, some of the grass in the American League is cut pretty thin, but not like turf. Too many balls that should be retrieved by outfielders (and thus hold the batter to singles) end up getting through and wind up at the fence, contributing to lots of doubles and triples. And, finally, one last note on the computer AI; it's not aggressive enough. I've thrown pitches to the backstop, and the computer wouldn't advance runners. The computer has plenty of chances to take an extra base, and rarely does. I'd also like to see another way for the pitchers to have more control over the speed of a pitch

all seem to take up the entire back of the player, whether the name is 5 letters long or 10 letters! A smaller font or something else entirely might help.

SOUND

ASB 2000 is back with the same two man booth as last year, and they do just as decent a job of calling the game. In fact, I don't think I noticed the guys saying anything new this year, but I do know of one thing that they DON'T say — and that is they don't give you the final score of the game. It would be a nice way for them to wrap up the game by saying something like, "...and that's the ballgame. The Giants beat the Rockies 8-5. See ya next time". Since the announcers always welcome you to the game, they should also say goodbye.

CONCEPT

All Star Baseball 2000 gets bonus points in this department because the game offers so much, from simulation to arcade gameplay, a fantasy draft, a minor league system, home run derby, and an expanded create-a-player mode. Plus, it's still the only baseball game being displayed in the hi-rez mode!

SHELF LIFE

Much like ASB 99, ASB 2000 will remain the baseball game that you want to play all summer long, so the shelf life is only limited to your desire to keep playing. And, that's about as good a thing as you can say

regarding a game's long-term playability!

CONCLUSION

All Star Baseball 2000 remains the best looking game on the Nintendo 64, and while the gameplay enhancements make it a better playing game than last year's version, it's still not up to par with the relative ease that can be found in Griffey. However, the overall package is what we're concerned with around here, and ASB 2000 delivers a better overall (if somewhat flawed) experience than the competition. **ERIC**

THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
7	9	7	8	9

OVERALL SCORE: 0 1 2 3 4 5 6 7 **8** 9 10

ACTIVISION'S
A BUG'S LIFE

SHOO FLY, DON'T BOTHER ME

Flik must come to her rescue and defeat Thumper.

Disney/Pixar's "A Bug's Life" franchise has scored in just about every area six months into its life; the films, toys, a PlayStation game, the recently released home video and, now, Activision and Traveler's Tales N64 version of the game. The PSX game, in spite of some poor reviews (mine not included, I gave the game a 95% rating in PSExtreme) from the video game media, scored big at the end of last year. Will the N64 version do the same? Well, in this reviewer's opinion, no. Most of the good stuff from the PlayStation version has been stripped out, with nothing really new or exciting added to the N64 game. Let's take a look.

GAME PLAY
A Bug's Life follows the adventures of Flik, an ant that is out to change his colony's way of life forever. He is tired of the status quo: Ants gather food, grasshoppers take food from ants, etc. In order to bring an end to the grasshoppers reign of terror, Flik sets out on an adventure that takes him from his little ant hill to the big city and back again. The game does a pretty good job, over its 15 levels, of capturing the spirit of the movie and Flik's adventures; from the Anthill, to the big city, to the final confrontation with Hopper and his saving Princess Anna.

Flik must jump, butt-bounce, gather seeds and power-ups, fire berries at enemies and use these seed pods that can be changed into different types of flora, to reach higher areas that can not be accessed without them. Some of these pods can be carried by Flik to other locations, where they might be more useful. The pods can change into mushrooms that ultimately
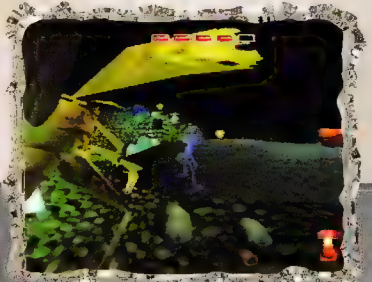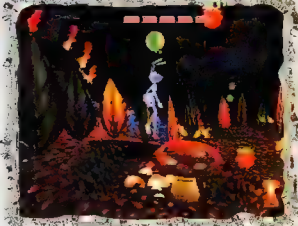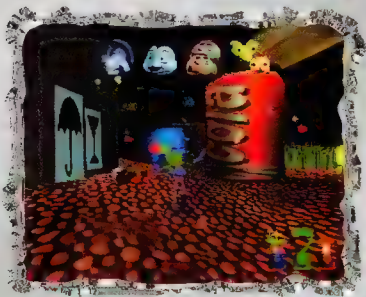
can be powered-up to Flik cannons, a vine that grows taller with every green power-up icon that you find (at its tallest, the vine is the most useful pod in the game), a pod that spits out health (good), bombs (bad), temporary invincibility (very, very good), and one that spits out more powerful berries and that, ultimately, will become a berry firing station that will take care of all the enemies that inhabit its immediate area. The coolest part of this power-up system is that, in addition to the strategy elements that come into play, Flik can change the colors of the pods, thus customizing them to his needs at that particular moment: red for mushrooms, green for vines, blue for health/invincibility, etc. A little low on health? No problem, turn the pod blue, jump on it, then pickup the health icons that
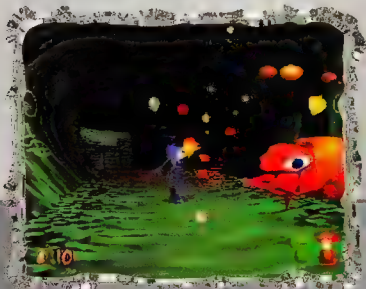
come raining down.

And you will need the health. All of the insect enemies that Flik destroys will reappear after a certain amount of time. Extra lives have to be earned, through acquiring the letter icons "F-L-I-K" in the level... not an easy task. There is an exception to this rule — it occurs when you find the harvesting contraption that Flik built — it will permanently get rid of an enemy when you hit them with it. This re-appearing enemy scenario becomes more challenging as a result of the
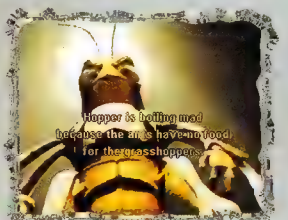
necessity of Flik gathering grain, the game's main collectible. In many of the levels, there are passages that will not open until Flik has collected a certain amount of grain — requiring Flik to fully explore the levels. Of course, those enemies that you just wasted have come back to life and you must deal with them once again. Between building seed pods, dealing with the enemies, jumping, butt-bouncing and collecting power-ups and grain, you and Flik are going to be VERY busy over the course of the game's
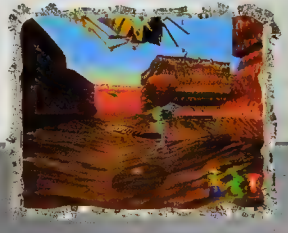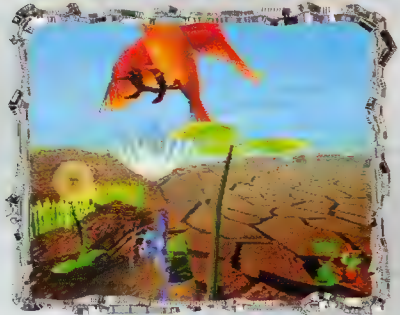
15 levels. These levels represent five different graphic environments and do not include bonus levels.

Unfortunately, as cool as the basic game play system is, there are some problems with the N64 version of the game that ultimately reduce it to a shadow of the original PlayStation title — mostly in the graphics department which, in turn, effects game play.

GRAPHICS

The N64 game suffers from the same
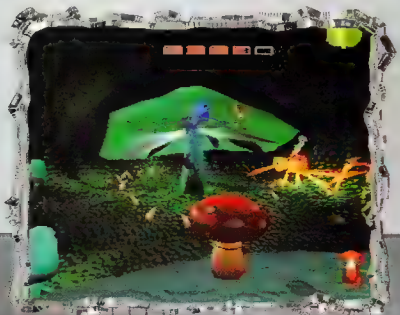
problem that many N64 games have suffered from; a complete lack of depth of field, brought on by lower resolution displays, limited textures and the way that the N64 deals with texture smoothing. The problem that this creates is that your timing on jumps is thrown off, and that you can't really get a feel for how near or far away an object, platform or enemy is — they all look flat and lifeless. The game, by design, requires that you jump a little early. If you don't, you fall off of the edge of the box, can, etc., from which you were jumping. The N64 controller doesn't help matters when you have to stick a short platform after a long jump — the whole control scheme is too loose and you will find yourself missing some of the tougher jumps on a consistent basis. This problem is compounded by the camera system. There are a number of tight spaces to be found in the game and it is easy to get trapped with your back to an enemy. Also, when you are trying to move quickly through a level, the camera simply won't keep up and you will have to use the 'C' buttons constantly to reposition the camera. The result? Many unplanned deaths. This short-coming is lessened by the health power-up system, but you will lose lives because of the camera.
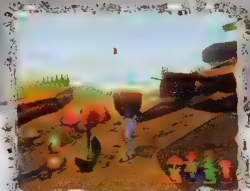
But, the major blow to the graphic feel of the game is the very Achilles' heel of the N64 — chip-based data storage. All of the footage from the film, and the majority of the voice, that was present in the PlayStation game has been cut. In its place are some text boxes with character mug shots at the top of the screen — talk about a major come down!

SOUND

Limited voice and MIDI music just can't keep up with that found in the original, CD-ROM-based PSX release. Certainly, Traveler's Tales is not to blame for this and, to be fair, the sound system is average when compared to other N64 titles.

CONCEPT

The seed system is a great addition to the classic action/platform game play. The use of this system brings a light puzzle solving aspect to the experience and makes it different than any other N64 A/P title.

SHELF LIFE

You won't be playing A Bug's Life for very long, at least if you're just trying to get to the level's end. Now, if you go for the F-L-I-K letters and try to kill all the enemies

and get them to the bird-launching platform
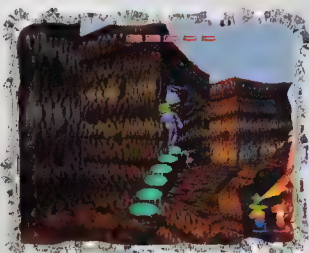
and harvest all of the grain, you'll probably get 20-30 hours of game play out of the cartridge. But, you probably won't go back to it once you've completed the game.

CONCLUSION

A Bug's Life is an original effort that is plagued by the problems endemic to porting games from the PlayStation. Much of the graphic excitement that made the PSX game a great experience has been lost, and the publisher and developer have made little attempt to replace it with anything else. Activision jumped on this title and rightfully so — it's just too bad that, like GEX: Enter the Gecko, no accommodations were made for working with the strengths of the N64; instead, they simply exposed its weaknesses.

DAVE

THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
7	5	6	8	6

OVERALL SCORE: 0 1 2 3 4 5 **6** 7 8 9 10

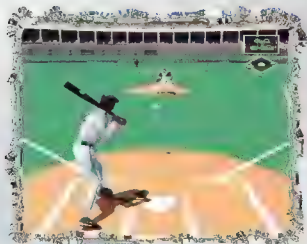# JUDGEMENT 64

TRIPLE PLAY 2000

"IT ISN'T IN THE GAME"

One game at a time, EA Sports is slowly bringing all of their various sports titles over to the Nintendo 64, hoping that one of them will be as successful as its PlayStation counterpart. Madden 64 was their first attempt, but it failed to grab the game players' attention and, after NFL QB Club was released, Madden all but disappeared from sight. The first FIFA title was a complete bust, but EA rebounded with two very strong soccer titles in FIFA 99 and FIFA World Cup. Last Winter they released two of their bigger sports title, NBA Live 99 and NHL 99. While we had mixed feelings toward NHL, we all thought Live was the best hoops game for the N64 (although, it can be argued that none of the basketball games currently available for the system will make anyone want to stop playing their hoops games on the PlayStation). Fast forward to Spring 99 and the beginning of baseball season — EA Sports has now jumped into the baseball wars with the release of Triple Play 2000. Competition will be stiff, however, as no less than four baseball games

will be available by the time you read this; TP 2000, Acclaim's All Star Baseball 2000, Konami's Bottom of the 9th 2000, and Nintendo's Ken Griffey Jr. Slugfest.

GAMEPLAY

The first thing I noticed when getting warmed up with Triple Play 2000 was the fact that EA has set up the game to be used with the D-pad, rather than with the analog stick. The main reason I say this is because if you want to have control over your runners, you'll need to use both the R & L pads, and you can't use the L pad if your left thumb is on the analog stick and your left trigger finger is on the Z button. This really makes no difference to me, as the fielders seem to move just as easily with the D-pad as with the analog stick. What's odd is the fact that you can't configure the controller, just in case you wanted to use the analog. For instance, since 99% of the games out there force you to use the analog device (it's actual Nintendo
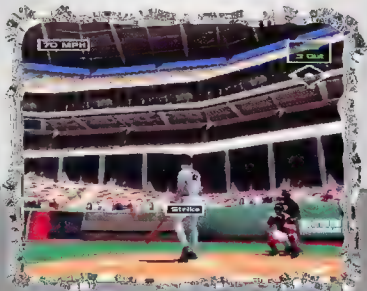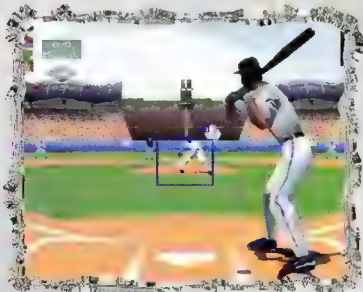
Law), most gamers have become accustomed to it. So, why not give the option of making the Z button work as the L button does, thus allowing gamers to use the analog controller and not miss out on the ability to control the runners? Anyway, that was the first thing I noticed! The next thing that occurred to me was that All Star Baseball still has no competition in the graphics department (but more on that in the "Graphics" section). Triple Play 2000 offers the standard baseball gaming options, such as a Season mode, a Home Run Challenge, the ability to jump right in and enter the Playoffs, or simply play an exhibition game. When selecting the Season mode, there are three difficulty settings to choose from; Rookie, Pro, and All-Star. This mainly has to do with how the computer plays against you because, before each game starts, you have the choice of making
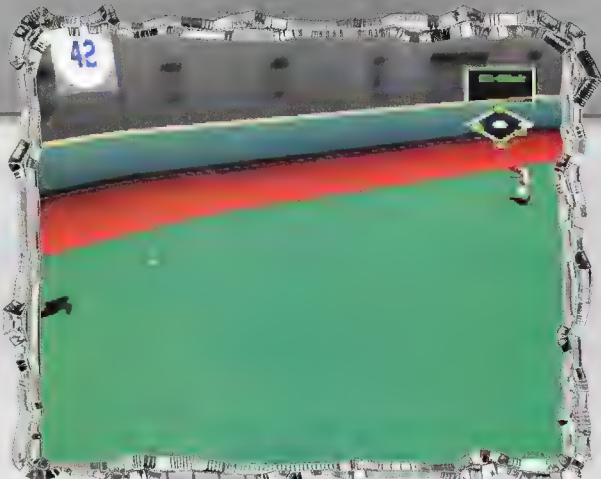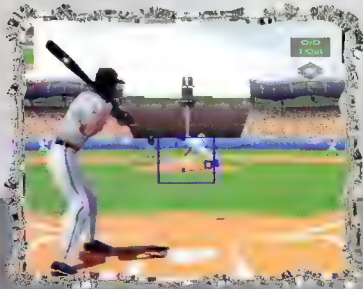
the batting system easy or hard (which really determines how successful you'll be against the computer on offense). The 'easy' mode is a simple timing issue, where you only need to push up on the d-pad to try and get the ball in the air. On the 'hard' setting, you'll be given a batting cursor,

and will have to lineup the cursor with the ball, and the correct timing, in order to be successful. For my tastes, neither of these hitting styles worked too well, for obviously different reasons. On easy, it's... too easy. Simply swing and you'll usually get a hit. On hard, the cursor is very 'jerky' — it's not smooth at all. Games like Griffey and All Star Baseball also use a cursor system, but their cursors are much more sensitive to your command, and make timing the pitch and lining it up easier. On defense, you can choose to have the computer field for you (automatic), have it select the guy closest to the ball (cpu assist), or have it do nothing (manual). While I would prefer to
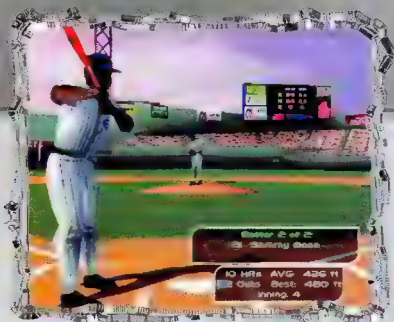
to play, then why not just use the 'A' button to throw and the d-pad to indicate the base you want to throw to? Just a thought.

The computer AI also leaves you scratching your head. There have been many times when I'd hit a pretty hard shot into the gap between center and right, only to have the cpu 2nd baseman track it down in the middle of the outfield. Other times, I'd hit a routine popup to second, and the right fielder would stroll in and make the catch on the infield dirt!

GRAPHICS

Triple Play 2000 isn't the worst looking baseball game out there, but it's nowhere near the quality of All Star Baseball, and even falls behind Griffey. The lack of attention to detail is evident in most areas, and really jumps out at you when you compare player models. The guys in Triple Play all look the same — save for the different batting stances. The team uniforms all tend to look alike, and all have a very generic look about them. Some of the stadiums are nicely rendered, but most suffer from a severe case of the fuzzies if you look too closely (and some even if you DON'T look closely). There are some nice player animations but, after playing two or three games, I think I saw them all. There are three camera angles to select from whilst batting, but the aerial view is worthless, and the other two are very similar.

use the cpu assist mode, it doesn't work as well as it should, as it often chooses the fielder who's NOT closest to the ball, thus causing you to botch the play. Don't feel let down, N64 owners, 'cause the PlayStation version does the same thing! Anyway, you should always have an idea as to where the ball is traveling because, if it's hit on the ground, there will be a string of arrows pointing toward the ball and, if it's in the air, then big 'target red' circles will indicate where it will land. One last item of note is that you must use the yellow 'c' buttons to throw to the appropriate base. It seems to me that if you're going to use the d-pad

SOUND

Triple Play 2000 comes with Jim Hughson providing the play-by-play, and he does a decent job of handling the duties. For the home team, each player gets his own intro music before he steps up to the plate. You'll be treated to a quick 3-4 second blast of that player's particular musical interest (country, rock, rap, or techno). It's pretty cool at first, then quickly becomes annoying. I mean, how many times do you want to get blasted with the same 3 seconds of a song? The sound f/x include big 'blast offs' when you smack one deep, and crazy Looney Tunes type 'crashes' when you hit a foul ball.

CONCEPT

EA Sports has really brought nothing new to their sports lineup. In fact, every other baseball game has offered something a little different EXCEPT Triple Play! All Star Baseball has the innovative 3-D batting cursor thing, Bottom of the 9th has their cool 'scenario' mode, and even Griffey features over-the-top arcade gameplay and cool cut scenes. Throw another donut on the scoreboard for concept!

SHELF LIFE

Since I'd relegate Triple Play 2000 to 'rental only' status, then I'd have say that there's not a heck of a lot of shelf life here. Sure, the game's got a season mode and a home run contest and all of that but like I said earlier — they've all got that! If you've already purchased any other baseball game, then
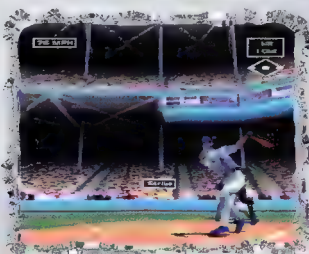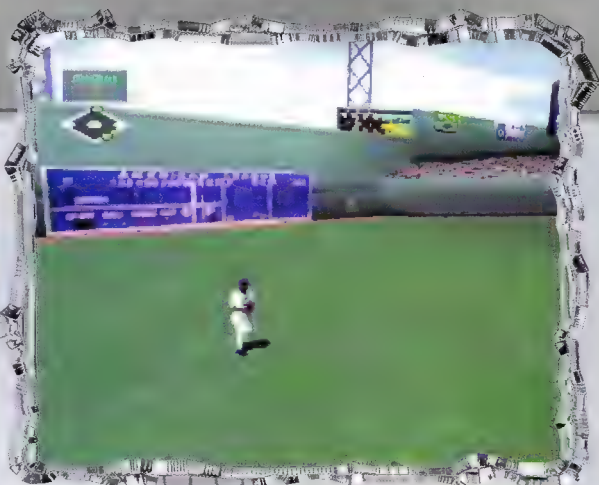
you won't be adding TP 2000 to your library any time soon.

CONCLUSION

Triple Play 2000 is one title that won't get too many baseball fans excited. The gameplay is suspect, the graphics are nothing to rave about, and the features are minimal. Certainly, EA Sports has offered up the N64 owner nothing new to make him purchase yet another baseball game. If you have to play it, then by all means rent it!

ERIC

THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
5	6	7	4	4

OVERALL SCORE	0 1 2 3 4 **5** 6 7 8 9 10

JUDGEMENT 64

MARIO PARTY

TONIGHT WE'RE GONNA PARTY LIKE IT'S 1999...

To become the Super Star, you must collect more Stars than anybody else.

Hey, I'm Toad. I'll show you around Mushroom Village.

One of the strengths of the N64 is its ability to handle a four-way split screen, not to mention built-in ports for four controllers. The system is well-suited for multi-player games, and yet most contests of that type are mere additions to a primary single-player game. Mario Kart 64, Beetle Adventure Racing, Goldeneye and Turok 2 all feature excellent four-player contests, for example, but the focus of each is still on the solo game. Mario Party is one of the first games intended to be primarily a four-player contest. Does it work?

GAMEPLAY

Mario Party is essentially a cross between a videogame and a board game. In the guise of familiar characters such as Peach and Yoshi, players take turns "rolling" the die and moving along six different "adventure boards." The goal is to finish the game with the most number of stars. In order to obtain a star, you must locate the Toad character in each board and pay him (her?) enough coins to purchase one. You can also steal stars from opponents if you have enough coins to pay Boo to do your dirty work. Finally, at the end of each game stars are also awarded to the players who held the largest number of coins at once, who won the most coins in mini-games (more on that in a minute), and who landed on the "?" space most often. Coins are fairly easy to accumulate — you start the game with a stash and earn more by landing on certain spaces, stealing them from opponents, or winning them in mini-games. Where exactly does the videogame portion fit in you ask? After all four players have taken a turn, a "mini-game" automatically begins. The computer selects one of 50 different mini-games, each with its own rules. Some of the games award coins to the winner by taking them from the loser, while others will not penalize the losers at all. Many of the games

WARIO WINS!

require players to catch or avoid obstacles using the joystick, but others are mental challenges and some are a matter of button-mashing endurance. I obviously cannot describe all the games in this space, but with titles such as "Memory Match," "Tug o' War," "Treasure Divers," "Handcar Havoc," "Bumper Balls," "Balloon Burst," "Limbo Dance," "Slot Car Derby," and "Whack-a-Plant" you should get a good idea of what this cartridge is all about. Players may be divided into teams of two, three against one, all for one, or everyone for themselves. With each new turn, friends may become foes (and vice versa). Thanks to the various elements of chance, it is usually hard to predict who is going to win the overall game until the very last turn.

Aside from the regular board game, you are able to play any of the mini-games you have encountered by "purchasing" them with the coins you have won. Once you own a mini-game, you can play it at any time, rather than having to wait for it to come up at random during the regular board game. I suppose this was meant to add another level of challenge, but I'd have preferred that all the mini-games became accessible in a different manner. For solo gamers, there is a one-player contest which takes you through all fifty mini-games, one at a time. There is also a mini-game stadium which bypasses the rest of the board game
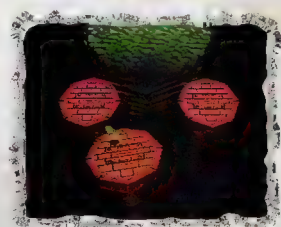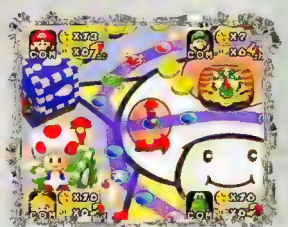
elements and allows players to just compete against each other in the mini-games. Frankly, I found this option to be more enjoyable.

My main complaint about Mario Party is that the balance leans too much towards the board game rather than the videogame side. Since the main Mario Party game cannot be played by less than four players — the CPU controls any remaining characters — you'll always have to wait for three other characters to take their turns. A lot of time is spent watching other players rolling the dice and making decisions. This
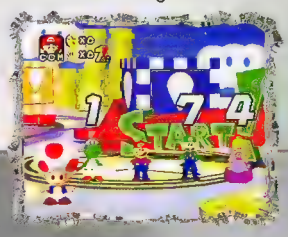
JUDGEMENT 64
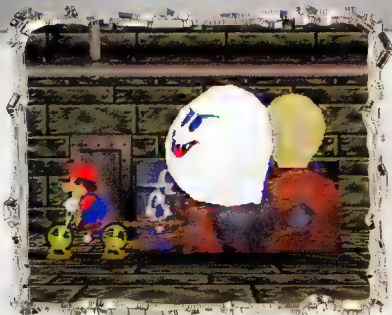
may be expected with board games, but as a videogame player (and this is a videogame after all), I've become accustomed to more fast-paced action. Finally, it seems that more luck is involved than skill. Again, this is part of the board game experience which is not normal for videogame players.

A secondary complaint involves the rigorous demands of a few of the contests. I fondly recall Activision's Decathlon game for the old Atari 2600 which required you to wiggle the joystick back and forth as fast as possible to compete
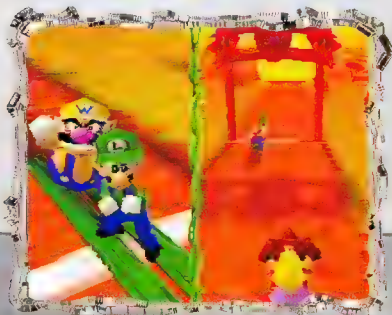
in the various events. Mario Party has you doing the exact same thing to that small and fragile looking stick in the center of the controller. Be forewarned — you ought to consider keeping replacements on hand!

GRAPHICS

Visually, Mario Party is adequate. The game boards are colorful 2D backgrounds which your 3D polygonal characters move upon. Although most of the mini-games are played in three dimensions, the graphics are fairly simple so as not to detract from the gameplay. The best thing I can say about the graphics is that the game looks like it belongs in the Mario universe. Many familiar characters appear — Bowser, Koopa Troopa, Bob-ombs, Boo, and Toad — and there are coins, stars, mushrooms, blocks, and pipes to be encountered.

SOUND

The sound effects are typical for a Mario game. The characters all have their familiar grunts and laughs (and whatever that sound is that Yoshi makes). I expected to hear familiar tunes from games such as Mario Kart 64 and Super Mario 64, but the soundtrack here is new. Thankfully, the background music fits the tone of the game, changing from board to board, and never becomes too repetitive.

CONCEPT

Ancient videogame history aside, there hasn't really ever been a board game/videogame hybrid. Perhaps it is the start of a new genre which may be explored further. As with board games, there is luck involved with rolling the die and landing on various spaces. As with videogames, there is skill involved in competing in the mini-game. I appreciated the uncertainty associated with the roll of the die and other random events but, on the other hand, I found it frustrating to win mini-game after mini-game, only to have my coins and stars stolen from me at the last minute. Although I believe the concept needs to be refined, the game still gets points for being unique.

SHELF LIFE

Mario Party has plenty of replay value. Since the game has so many random elements, it will be different every time you play. There is also some "forced" replay value in trying to open up two hidden adventure boards. However, in order to get them, you will have played every mini-game several times each and are bound to be tired of them. The adventure boards differ primarily in the placement and number of each type of spaces, so there isn't much incentive to go through each one. The one-player game also doesn't take long to complete. The shelf-life
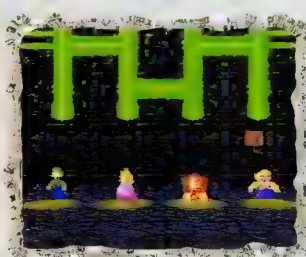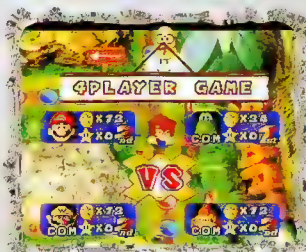
is definitely dependent upon your desire to play a four-player game.

CONCLUSION

Mario Party is an enjoyable experience which stands out from the current selection of games. However, I don't think that this game is for everyone. If you are primarily a single player, you will complete the solo game in short order and may find little joy in defeating CPU opponents. If you are a typical videogame player who enjoys fast-paced competition, you'll probably prefer the death matches of Goldeneye and Turok 2 or the battle racing of Beetle Adventure and Mario Kart 64. On the other hand, if you enjoy a more leisurely contest and/or want to play with family members and friends who might not be as fanatical about videogames as you are, Mario Party just might be the hit of your next soiree.

MARK

	THE 64 SCORE			
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
8	7	7	8	8

OVERALL SCORE	0 1 2 3 4 5 6 7 8 9 10

JUDGEMENT 64

AGETEC'S

AIR BOARDIN' USA

PRESS START BUTTON

"HELLO...? MCFLY!"

REPLAY
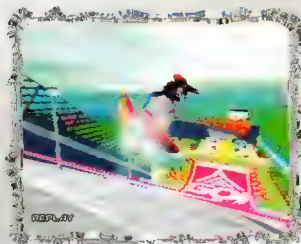
Not long after the Back to The Future sequel was released, director Bob Zemeckis received a lot of requests from parents asking where they could buy the Mattel hoverboard which was featured so prominently. Even after he explained that it was all done with special effects, many of them didn't believe him. While hoverboards still don't exist in the real world, N64 owners can now take one for a spin courtesy of Agetec's Air Boardin' USA. There is even a board named the "McFly!"

GAMEPLAY

Air Boardin' USA is not a racing game, but an exhibition where you score points by attempting tricks on various course obstacles. All your fancy tricks will be in vain, however, if you fail to reach one of the three checkpoints before time runs out. These checkpoints are scattered throughout each of the courses in no particular order.
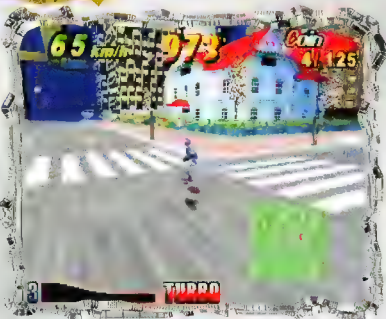
On the positive side, this allows you to explore and create your own best path. On the negative side, the lack of order requires much more thought than should be necessary. Rather than concentrating on tricks and discovering what obstacles can be utilized, you are instead scanning the radar searching for the next checkpoint and trying to avoid any dead ends. As far as control is concerned, the analog stick directs the character on the course and turns him or her in the air. One button makes the player jump and the other provides for a turbo boost. You are given a set amount of turbos which can later be increased by performing more tricks. Other than that, you need to use the trigger almost constantly to accelerate. Although the controls for movement are simple, performing tricks requires use of the yellow C buttons. As we all know, these are not the easiest buttons on the controller to reach, and it is often hard to tell them apart without taking

your eyes off the screen. Depending upon where and when you press the C button, and which C button you actually press, you can perform different types of tricks in the air, or on the edges of halfpipes and other obstacles.

There are four characters to choose from initially, with more available as the game progresses. Each character has his or her own stance (regular or goofy), but this doesn't matter since you can change position during the game. There are around 8 boards to choose from, although some are not immediately available, and each one looks and handles differently in terms of acceleration and speed. There are alpine boards which go faster in one direction than the other, and free-style boards which go equally fast both ways. The practice mode gives you a chance to get acclimated to the equipment and walks you through some
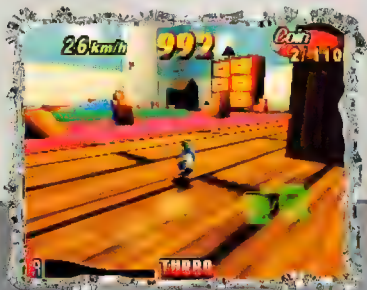
basic tricks.

One question you might be asking, aside from "Do the boards work on water?" (they do) is: "Is there no friction with a hoverboard?" Darn right, Einstein! The game tries to simulate anti-gravity by making the board feel like it is sliding on ice (and not just on the snow level). As you make a turn, for example, the board will still continue heading slightly in its original direction. When you bump something, you will be sent off in the opposite direction. This makes for a more slippery feel than regular racing games and takes some getting

used to. There are no brakes, although your board will come to a halt if you stop pressing the acceleration button (Why, if there is no friction? And why, for that matter, do you slow down going up a hill?). Physics aside, my main concern has to do with the layout of the courses. There are invisible (until you smack into them) boundaries surrounding the edges of all the courses, but in the middle it is a free-for-all. While this is well-suited for performing tricks, it doesn't seem to fit the requirement of moving forward through checkpoints within a limited amount

JUDGEMENT 64

seem to affect gameplay much. During the two-player vertical split screen mode I failed to notice any slowdown in the frame rate, which is good, although the map of the level is distracting because it is centered and therefore overlaps both player's sides of the screen. All of the courses are visually interesting, although it bothered me that they weren't in the same scale when compared to the size of the riders. Since the game has "U.S.A." in the title, I expected courses in familiar cities such as L.A., San Francisco, or New York rather than the generic (and nearly clichÈ) park, forest, snow, and island courses.

SOUND

The tunes for each course are catchy, but not what I expected. I imagined something along the lines of surf punk "music," grunge rock, or even techno. Instead, the soundtrack is an upbeat one more fitting of a Mario game. As for sound effects, this type of game doesn't feature many. The hoverboards all make a slight "whooshing" sound, the crowd cheers or groans when you finish a course, and there is an "oof" sound when you collide with an object. The only real audio feature of note is the deejay who provides words of encouragement (or derision) in his best "Bill and Ted" voice. Fortunately, you can turn him off.

of time. The game forces you to find your best place to do a trick and then move on. I would have preferred a little more time or ordered placement of checkpoints.

GRAPHICS

Graphically, the game is fine but not outstanding. The water doesn't look very realistic, and some of the organic components — i.e. trees and rocks- are blocky. There is very little fog, but there are some clipping problems when the camera gets too close to the walls. Fortunately, this doesn't

CONCEPT

We've seen jet ski, snowboarding, and skateboarding videogames before, but these are all based upon real-life equipment. The use of hoverboards is both good and bad. Since the equipment is imaginary, it is unique and therefore refreshing. On the other hand, you don't get the same "thrills and spills." Nothing seems to be dangerous since you can hover over water, and if two players collide they just glance off each other. Even after landing upon your head, you pop back up like a Weeble. This is more of a gameplay complaint, though. The concept of hoverboarding through obstacles, while not entirely novel, does allow for more complex tricks and higher air than the usual skating and surfboarding games.

SHELF LIFE

A two-player split screen contest adds to the game's replay value. Players will also want to spend the time to open up four additional characters and boards, as well as a hidden level which takes place in a giant house. Along with the main game, with three difficulty levels for each course, there is also a time trial mode and a coin challenge mode which requires you to collect the coins scattered throughout the level before heading to the exit. There is also a free mode which lets you have fun on the various courses without having to worry about the timer. All of these modes add up to a decent shelf life.

CONCLUSION

Air Boardin' U.S.A. is an entertaining game which should appeal to racing fans (even though it is not a racer) as well as snowboarding and skateboarding enthusiasts. It feels very much like a classic arcade game in that the object is to score the most points. To do so, you'll have to experiment by jumping onto and off of everything you see. Since your only competition is yourself, the two-player contest adds some needed excitement and extends the replay value. Although the courses could have used more structure to provide a feeling of "flow," and wipeouts could have been done a little better, the game is still enjoyable.

MARK

THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
8	7	7	8	8

OVERALL SCORE	0 1 2 3 4 5 6 7 **8** 9 10

NINTENDO'S

SUPER SMASH BROS.

IT'S A ME... SMASHIO!
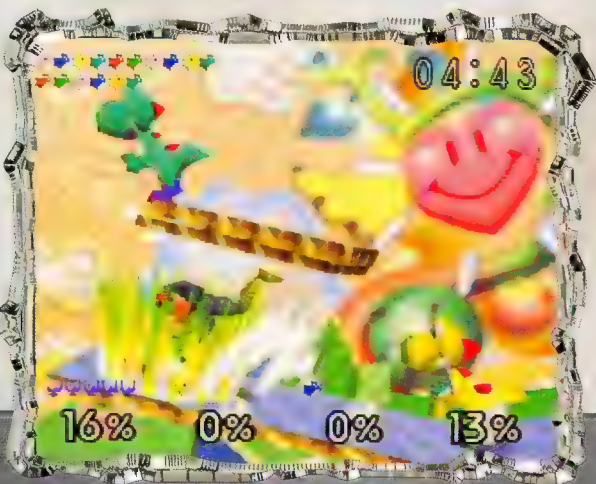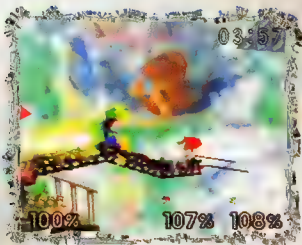
Many American gamers look at Japan with envy, simply because of the variety of titles that are released in the land of the rising sun. As any avid player can tell you, there is many a good game released in Japan that never sees the light of day stateside. When I first heard about Super Smash Bros., I feared it was going to be one of those games. It is cute, stylized and features Nintendo characters duking it out to the finish. Needless to say, I was more than surprised when the game appeared on the U.S. release list and I had a review copy in my hot little hands. There would be no need to import this little gem of a fighting game, because it was already here.

GAMEPLAY

Super Smash Bros. is a fighting game, but it isn't one that you've ever played before. Because this is Nintendo (and it stars some of Nintendo's most well known characters), Super Smash Bros. does things just a little

bit differently.

Like any fighting game, the ultimate goal in Super Smash Bros. is to win. After selecting from one of 12 different Nintendo characters (eight are selectable right away and four are hidden characters), you are on a world-tour type quest to defeat everyone else and claim the championship. The characters that can be found in the game are Mario, Donkey Kong, Link, Samus, Yoshi, Kirby, Fox McCloud and Pikachu. The hidden characters are Luigi, Ness, Capt. Falcon and Jigglypuff.

Each character in the game has a unique set of signature moves that fits with the style and history of the character. For example, Mario can throw fireballs and can perform a coin popping uppercut on an opponent. Samus can drop bombs, execute her trademark screw attack, or fire her hand cannon at her opponent. Donkey Kong is slow, but powerful and Kirby has the ability to copy his opponent's attacks. While every character

has different abilities, they are well balanced. No one character has a distinct advantage.

One item worth noting is the simple control. Whereas many fighting games require you to memorize complex combos and joystick busting movements, every control in Super Smash Bros. is a basic movement. Before you start groaning, realize this is a strength of the game and not a weakness.

The simple controls do not take away from the complexity of the game. Rather, they allow the players to focus more on the game itself. You are no longer worried about executing a "super hyper killer combo" at the right second. If you want an attack to happen, you just click in the right direction and it happens. The basic controls make it easier for players to try new characters because, even through the characters may handle differently, they all share the same set of commands.
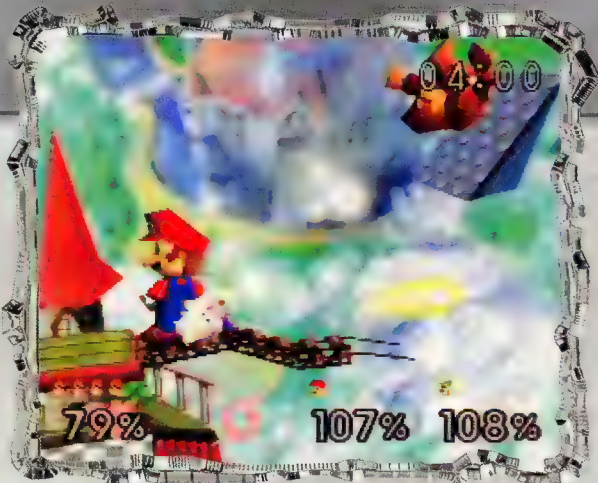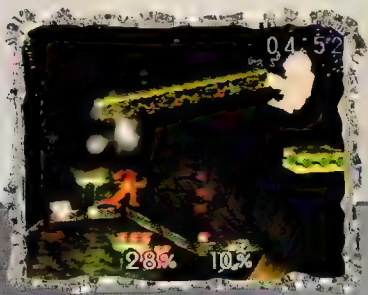
Another advantage to the simple controls is a leveling of the playing field. If you are one of those players who could never get into Mortal Kombat, Street Fighter, Tekken or anything else with complex controls, then this is your game. It allows the beginners to have a decent chance against the pros but, at the same time, the game also provides a challenge for the fighting game masters.

Because this is a Nintendo fighting game, you never beat your opponent bloody, nor do you kill them with a finishing move. Instead, the object of the game is to damage your opponent
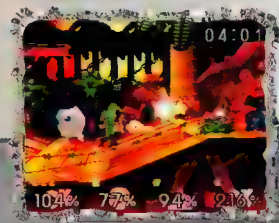
to weaken them, then fling them off of the stage with a special attack. For a fighting game, Super Smash Bros. is surprisingly tame. It is a nice change from the violence that seems to be popular in the genre today.

To ensure that the action stays fast and furious, Nintendo has kept the stages fairly close in. Instead of being able to run around like a spastic 10-year-old, you have to play with a purpose in mind. Wild movements are likely to result in you jumping off the stage yourself; not exactly the way to win the game. The stages themselves are patterned after the homeworlds of their

walking flame-thrower. There are also power-up items to reduce damage and make you temporarily invincible. Judicious use of an item can easily turn the tables of battle.

Besides the standard quest mode, Super Smash Bros. also has the expected versus mode. The versus mode here, however, is not just limited to one-on-one. The game will allow up to four players at any one time. You can be fighting in a free-for-all or going at it in teams. The ability to pair off allows for a unique contest. When you have an ally (as well as two opponents) on the screen, everything changes. This is a great game to pull out at a party or whenever a large crowd is around.

GRAPHICS

Visually, Super Smash Bros. is great. Nintendo has done an excellent job of moving a group of 2D characters into the 3D realm. I was a bit skeptical at first, but the game accurately portrays each and every character. Character design isn't the only shining example though. A lot of work obviously went into the level design.

Each level conveys a good sense of the "parent" game, as well as being a challenging fighting arena. For example, when you are fighting Link above Hyrule Castle everything has a "Zelda" look and feel to it. When fighting Yoshi on Yoshi's Island, the level has a cute, painted pastel look to it. If you've played any or all of the original

inhabitants — Link fights above Hyrule Castle, Pikachu fights on the skyscrapers of Saffron City and Samus fights on the surface of Zebes. In addition, each stage has a few "natural" obstacles to keep the players on guard.

Besides the natural level obstacles, random power-ups and items will appear on stage from time to time. These can be as simple as a few boxes which can be thrown; as powerful as Mario's Donkey Kong hammer, which will knock almost any opponent off the stage; or as useful as the Fire Flower, which allows any player to become a

games, then you will really appreciate the look and feel of the arenas.

SOUND

Most of the music in the game consists of re-mixed tunes from earlier Nintendo titles, but nothing could be more appropriate. The music makes each stage easily recognizable and adds to the character of the game. You don't even need to look at this game to know it is a Nintendo title.

Like the music, the sound effects are also sampled from other games. From loose coins to spinning fireballs, nearly every sound you hear will be familiar if you've played earlier Nintendo games. Like the music, the effects add familiarity and character to the matches.

CONCEPT

While the concept of a fighting game is not new; these things have been around for ages, Nintendo has taken the concept in a whole new direction. With a total lack of blood, basic controls, popular characters and well-balanced play, Nintendo has created a fighting game that will appeal to experts and beginners alike. This is the first fighting game that can be picked up with ease and yet still take a while to master.
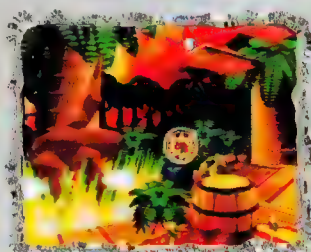
SHELF LIFE

This is one of those games that is going to be a popular part of your N64 collection. As a single player game, Super Smash Bros. is challenging and fun. As a multiplayer game, however, it is downright addicting. Good fighting games tend to get better with age, because the more you play the better you get. While it is possible to eventually best the CPU, it is really hard to best a friend who has been playing just as long as you. Because your skill level will increase with practice, the games will only get better.

CONCLUSION

I never thought I would be recommending a Nintendo branded fighting game, but here I am doing just that. Super Smash Bros. is an excellent piece of work that deserves to be played. I only have one question regarding this game and that is; "When do we get to see Super Smash Bros. 2?" I know I'm already awaiting the sequel.

ADAM

THE 64 SCORE				
GAMEPLAY	GRAPHICS	SOUND	CONCEPT	SHELF LIFE
9	8	8	9	9

OVERALL SCORE 0 1 2 3 4 5 6 7 8 9 10

Beetle Adventure Racing!

Herbie's Box Bonanza

Beetle Adventure Racing has got to be the biggest N64 surprise this year. With incredible graphics, tons of exploration and great single and multi-player gameplay, it is an incredible addictive and challenging game. This guide has been written to do one thing; get all of the extra tracks, including the beetle battle maps. In order to progress in the Championship mode, you need to finish first in each of the tournaments; Novice, Advanced, Professional and Bonus. You will open up new tracks by beating Novice (Sunset Sands), Advanced (Metro Madness) and Professional (Wicked Woods) and will get new cars as you succeed (including the alien bug that you get when you beat the Professional tournament). In addition, by finding all of the points boxes on a course (each course has 100 points that must be found), you open up additional Beetle Battle courses. If you haven't played four player Beetle

Battle, you haven't experienced one of the best parts of the game. The problem is; exploring takes time and time is something you have very little of in Championship mode. If you fall 1:00 minute behind the pack, it is race over. And, if you fall out of the top three spots in a Championship, you will be knocked out of the tournament. So, if you want to open the Beetle Battle courses, you've got to explore VERY quickly. That's where our guide comes in. Over the next few pages, we will give you the absolute shortest and fastest routes for obtaining all 100 points in each of the game's six courses. If you follow our strategies to the letter, you will have plenty of time to take first place AND get the points.

Well, hit the road and have fun... gaming doesn't get much better than the intense action found in Beetle Adventure Racing!

Coventry Cove

The first box is a 2 pointer — just past the water wheel on the right. It is followed in short order by two more 2 pointers on the left side of the main road.

As you pass the waterfall and arrive in town, angle to the left, break the glass at the corner of the alley entrance for a 5 pointer, then head down the alley for three more 2 pointers (running total: 17 points).

There is also a 5 point box waiting for you as you jump across the water and land past the dock on the other side.

As you cross back onto the main road, follow the train tracks across into the train tunnel. There are two 2 point boxes inside.

Now, head up the hill at full speed and look for the barn on the right hand side of the main road. There is a 2 pointer just behind a haystack in front of the barn door, and a 5 point box inside the barn (running total: 33 points).

As you head out of the barn, you will find a 2 pointer on the right side of the road.

Then, head up the main road and through the tunnel at the top. Take a hard left as you exit the tunnel and hit the concrete ramp. There is a 5 point box at the top of it. Then, drive up the next ramp for a 2 pointer.

Get back on the main road and continue up the hill. You will come to another tunnel. Angle to the left as you exit the tunnel to head up the grass ramp.
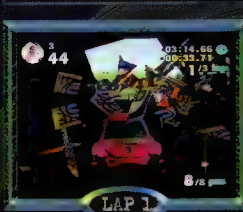
This tunnel is filled with goodies; a 2 pointer, a 5 pointer and a 10 pointer (running total: 59 points)!

Back on the main road, you will find a 2 pointer in front of the blue arrow signs on the right. Then, move to the left and cross the wood bridge.

Make sure that you have enough speed as you head up the dirt ramp after the bridge, so that you can snag the 10 pointer that is hanging in the air, and cross the main road and land on the other side.

Among these stone walls, you will immediately find a 2 point box. Then, take a left and you will find two more 2 pointers.

Now, make a U-turn and find this stone tower with a wood door at its base. Crash through it and head up the ramp for a 5 point box (running total: 82 points).

Back on the main road, you will find two 2 point boxes just before the water wheel and the completion of lap 1.
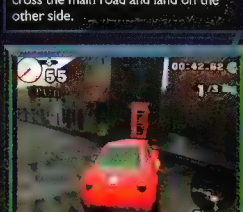
Assuming you've completed lap 1 in the fashion described, you won't find another box until you return to town. Once there, look for the phone booth on the right side and turn down the alley behind it for two 2 pointers (running total: 90 points).

Now, stay on the main road and continue up the hill. When you get past the tunnel where you took the hard left and shot across the concrete ramp in lap 1, look for a boarded up tunnel high on the hill, on the right side of the road.

Head up the ramp and break through the tunnel; there is a 5 point box at the top of the ramp found at the end of the first part of the mine shaft.

Cross the water to find the final 5 point box, giving you all 100 points.

Mount Mayhem
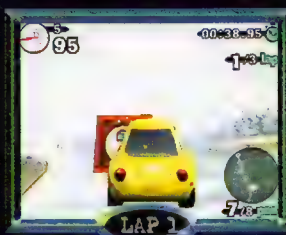
Our first stop will be a 2 point box hovering over an ice ramp located on the right side of the main road, just after the course turns into snow country.

Hit the ramp with enough speed and you will land on the other side. Go through the glass to access a wood corridor and a 5 point box.

Stay off the main road and continue down this path, with red flags on the; left and buildings on the right.

At the end of the path, you will find 2 and 5 point boxes, followed by a huge drop back down to the main road.

Within seconds, you will find two 2 pointers in the snow on the left side of the main road (running total: 18 points).

Then, you will come to a major suspension bridge. Make sure you are driving on the left side of the road.

Why? Because there is a ramp that will launch your Beetle (assuming you're pointed toward the left edge of the bridge) over the hole in the bridge and allow you to land safely on a platform below.

This platform leads to a tunnel featuring an alien spacecraft and a 2 and a 5 and another 2 point box.

Back on the main road, you will find your Beetle on a snow-covered stretch of road, followed by a large open space with an icy surface. Head into this open space and snag the 2 pointer as you crash through the ice-protected tunnel behind it.

The sequence of tunnels that follows features three more 2 point boxes.

The next tunnel is marked by its blue ice crystals, and its two 2 pointers (running total: 39 points)!

Once outside the blue crystal tunnel, you will find a 2 pointer in the snow on the right side of the main road.

Make sure you are moving full speed ahead, as the tunnel just behind the box features two snow covered ramps up to its top level — take the one on the left.

You will not be able to make the jump across the inside of this cavern unless you are traveling 120 mph or better and are angled slightly to the right as you hit the top of the ramp.

After you've made it, a 10 point box is your reward.
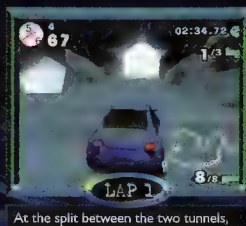
At the split between the two tunnels, take the right tunnel — it leads to two 2 point boxes after you cross the bridge.

After you drop out of the snow and back to grass and warmer temperatures, a 2 pointer is on the right side of the main road.

Now, stay to the right and enter the tunnel behind the trees.

As you make your way on the dirt road, you will come to a point where the road slopes up. Hit the ramp at a good rate of speed and launch onto the land mass on the other side of it.

Immediately apply the brakes, then carefully make your way to the 5 point box on the opposite edge of the bluff to finish off lap 1 (running total: 62 points).

As you hit the snow area, navigate your Beetle between the red flags and the buildings, once again. This time, instead of going straight through the run and launching off the edge at the other end, take a right when you are coming toward the edge and smash through the glass (there will be ski gondolas moving overhead).

At the end is a ski ramp that will launch your Beetle over and across the main road. In the luge-like run that follows, you will find two 5 point boxes.

This time around, cross the suspension bridge in a 'normal' fashion (along the right side of the bridge) and head into the area where the main road becomes covered with snow and snow drifts abound. Behind the first one on the right is a 5 point box.

Get back on the main road and head on over the next hill. When you reach the stretch of road with pipes over head, make a U-turn where the short fence on the right ends and head off-road. Snag the 2 and 5 point boxes, then return to the main road (running total: 84 points).

Almost immediately, you will find two 2 point boxes in the snow on the right hand side of the main road.

Now, head through the next two tunnels and drop into the huge cave that we crossed through its upper level in lap 1. At the blue arrows, take the tunnel to the left (following the main road).

Once you're back on the main road, you will come to another suspension bridge. Hit the juice and stay toward the middle, nailing the 5 point box as you get airborne on the other side.

When you get back to the grassy area, look for this dirt road and follow it. It will lead you to a 5 point box, just before you begin lap 3 (running total: 98 points).

In lap 3, we are going to stick to the main road. You will find a 2 pointer on the downhill slope of the road, on the left side, to give you all 100 points — done!

INFERNO ISLE

Begin lap 1 by dipping your right front tire into the water, snagging two 2 pointers.

This is followed by another pair of 2 point boxes along the right side of the main road.

You will come to a dirt path on the right hand side of the main road, with a 2 pointer on the left hand side. Snag the deuce, then head up the dirt path.

You will find one 2 pointer along the path, followed by a nice wood ramp to a 10 point box and a quick crash through a Deliverance-style cabin.

The dirt path will end with a 2 pointer as you break through a stone wall (running total: 24 points).

You will arrive in a small town. At your first opportunity, take a right down this side street.

Head down this road for two 2 point boxes.

Then, cross the main road and snag two more 2 pointers.

Follow the road signs back on the main road. You will find another 2 pointer as you make your way down the hill.
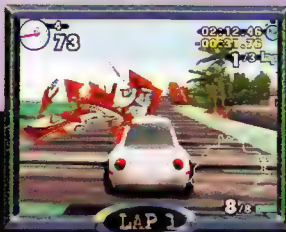
At the water, veer left and take off down the dock. There is a 2 point box on the dock before you hit the ramp.

Then, snag the 5 point box hovering over the next ramp. Use the nitro box to get the speed to clear the next ramp and get back onto the main road (running total: 41 points).

Follow the main road into the skull's mouth. Once inside, stay to the path until you see this fork in the road, marked by a short fence. Head to the left and claim the 5 point box.

Next, you will come to a 2 pointer before the next fork in the road. Take the left path and get the 10 pointer, then exit the cave.

Back on the main road, just as you begin to see the ocean, you can find a 5 point box behind a blue arrow sign.

Get back on the main road and stay on it. After the hotel, you will come to a wood bridge that is damaged. You can choose to jump over it or drop below to find another path. For lap 1, we'll jump the bridge and stay on the main road. When you get to what looks like a stone fort on the left side of the road, jump the short wall to access the wood path. There is a 5 point box at the end of it, as you complete lap 1 (running total: 68 points).

Stay on the main road. Just past the T-Rex are two 2 point boxes along the left side of the road, just before you get into town.

As you arrive in town, stay to the left and crash through these barrels on the upper platform. You will find a 2 point and a 5 point box along this path.

Drop back down to the main road and continue. As you head down the hill, you will find a 2 pointer along the right hand wall.

This time around the track, pass on the wood dock and stay on the main road. Just past the elevated train tracks, you will find a dirt path, on the right side of the main road.

Take the path and you will find a 5 point box at the top of the first ramp you come to.

In this area, you will jump from volcano opening to volcano opening. Once inside, you will find your Beetle on the upper path of the skull head cave. In short order, you will find a hovering 5 point box and a 2 pointer on the path just beyond it (running total: 93 points).

Once you exit the cave, stay on the main road until you get to the wood bridge where you had the choice in lap 1. This time, drop through it.

You will find your Beetle on a path that features firing canons and both 2 and 5 point boxes — 100 points and another Beetle Battle course unlocked... sweet!

SUNSET SANDS

We begin lap 1 by heading down the main road, through a couple of turns, then head up this sand covered ramp on the right side of the road. There is a 10 point box hanging in the air on the left side.

Return to the main road and jump the ramp. When you see these two obelisks framing the road, take a left between sand drifts.

There are two 2 pointers on this path, followed by a small jump.

The next jump will reward you with a 2 point box and launch your Beetle over a fence and into a building.

Drive down its stone ramps, smashing the 2 pointer as you drop down to the main floor.

Before continuing on to the dark brown area (with the torches), take a quick left in front of its opening. There are two 2 pointers on this path.

Turn around and head into the brown area. Follow the blue arrows indicating a right turn, then, in the next area, hit the nitro box and head straight up the ramp. There is a 5 point box hanging in the air above the ramp (running total: 27 points).

This is quickly followed by another 5 pointer as you fly back outside.

If you stay on this elevated path, you will come to a red disk with a sign behind it. The sign reads; "Good things come to those that wait!" — excellent advice. Get all four wheels of your Beetle in this red area and wait for a few seconds.

The red disk is actually an elevator that will take you down to a secret area. This area features one 5 point box at its beginning, and another 5 pointer at the end.

Back on the main road; follow the road until it breaks at this sand covered ramp.

Go up the ramp and snag two 2 point boxes before driving underneath the covered walkway on the left side of the path (running total: 46 points).

You will drive through a series of tunnels and get back outside, on the main road. Just before you come to a stone overpass and arch, a sand-covered path appears to your right. Take it.

Maintain full speed, first nailing the 2 point and 5 point boxes that appear, then putting the snag on the 10 pointer — on the right side of the ramp, hanging in the air.

You must be traveling at a good clip to clear the jump and land safely on the upper path across the chasm. There is a 5 point box on the other side, just before you begin lap 2 (running total: 68 points).

In lap 2, stay on the main road until you get to the room where you hit the nitro box to jet up the ramp in the middle of the room. This time, do not take the ramp. Instead, stay on the main level and take either the right or left path around the center of the room.

Once outside, look for the boarded-up mine shaft on the left side of the main road and bust through. When you exit at the other side of the shaft, you will find a 2 pointer and a 5 pointer.

Rejoin the main road and carry on. You will eventually pass the left side sand-covered ramp that you took in lap 1. This time around, ignore it. Instead, stay to the left and get ready to ride this ramp on the right side of the main road; there is a 5 point box hanging in the air at the top (running total: 80 points).

Follow the road signs and stay on the main road. Just before you begin lap 3, you will find four 2 point boxes next to some blue arrow signs on the left side of the road.

Stay on the main road. After you pass the mine shaft, you will come to a small village. Take the dirt path to the right as you arrive in the hamlet. There is a 2 pointer and a 5 pointer on the path.

Follow the signs and get back on the main road. Eventually, you will come to an indoor area with three torches high on the left wall. On the right side are some columns holding up an overhead structure. Drive up the small ramp in front of this structure to hit the final box, a 5 pointer, hanging in the air.

METRO MADNESS

The key to success in Metro Madness is found in successfully navigating the passage between these concrete dividers. If you hit either one of them (as you are going for the 2 point box), it will slow your Beetle down and you will not be able to make the jump ahead. Make sure you angle slightly to the left to snag the 5 pointer as you leap the chasm.

After you exit the tunnel on the other side of the chasm, take a left at the chain link fence and follow it. There is a 2 point box up ahead.

At the end of the chain link, take a right and look for the parking garage on the right side of the street. There are four 2 pointers between the gas pumps, but leave them for lap 2. For now, head straight ahead and to the left of the right arrow sign.

Break through the windows on the building on your left and head up the ramp.

In the upper area, you will find yourself in a train terminal with two 2 point boxes (running total: 13 points).

Drop down onto the train tracks and race the speeding locomotive. Hit the nitro boxes for fun and make sure that you don't miss the 5 point box near the end of the run, just after the left tunnel entrance.

Drop out of the train tunnel and head right for the blue right arrow sign staring you in the face. At the sign, take a right.

We are going to launch over the fountain...

and crash through the windows above, landing on an upper floor of the hotel. You will find a 2 point and a 5 point box up here. Before you crash through the window at the end of the hall, to the culvert below (running total: 25 points).

While in the culvert, look for the red light on the left side. Go through the hole in the concrete fence, under the light, and head down the path.

You will find a 2 pointer just ahead.

Now, keep up your speed as you head through this culvert and snag the 2 pointer as you fly through the opening and bust through the boarded up hole across the way.

This warehouse is on fire — but so are you! Snag that 5 point bad boy! (running total: 34 points)

After you bust through the end of this hot house, you will drop into an area with a bunch of steel columns and beams. Drive to the end of it and run into the 5 point box before dropping back onto the main road — just before the tunnel.

Now, for a fun trick. Speed up as you head through the tunnel and angle to the right. At the end of the tunnel is a little lip that will loft your Beetle onto the retaining wall on the right side. Make sure you keep pushing the analog stick to the right so your car will stay on the wall. There is a 10 point box ahead.

After you go past the next couple of turns, you will come to a warehouse area with ramps on both sides of the road. For lap 1, take the left ramp.

Up here, you will find a 2 pointer, followed by another 2 pointer as you drop to the next platform. After snagging it, drop to the main road (running total: 53 points).

After the next turn, keep an eye out for the parking garage on the left side of the road and bust through the windows.

This garage features three levels and a 2 pointer just as you fly through the opening at the end of level 3 — busting through a skylight into the next warehouse and beginning lap 2... cool!

In this lap, we will follow the main road until we get to the gas pumps with the four 2 point boxes that we mentioned early-on in lap 1 (running total: 63 points).

After the pumps, take a right and continue down the main road, until you get to the road signs with a theater behind them (it looks like a dead-end).
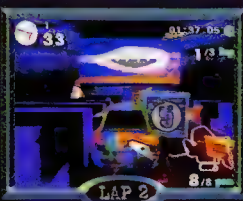
Go between the signs, then break through the theater entrance. There are 2 point, 5 point and 10 point boxes just before the movie screen. Bust through the screen and back onto the road (running total: 80 points).

Now, follow the road signs until you get to the area with the blue hotel that we drove through in lap 1. This time, don't fly over the fountain. Instead, drive behind it and enter the hotel casino via the red carpet covered steps. There is a 5 point box at the end of the casino, just before you break through the glass and drop into the concrete culvert.

Go through the culvert again (don't bother with the red light path) and keep driving — all the way to the warehouse area with the two ramps that we came to near the end of lap 1.

This time, take the right ramp to find two 2 point boxes (running total: 89 points). Now, stay on the main road and begin lap 3.

There are no additional boxes to find until you reach this coffee sign on the left side of the main road, in the downtown area.

Take a left down this street for two 2 point boxes in front of this building on the corner.

After snagging them, follow the road signs until you see this steep ramp, in front of a casino on the left side of the road.

Hit the accelerator and snag the 2 point box at the top of the ramp. If you have enough juice, you will land safely on the overhang in front of the 'Roman Palace' sign. Continue around the corner to nail the final (5 point) box as you drop to the street below. That's it! You've got all 100 points and can finish the race.

WICKED WOODS

108 00:26.25 1/3 8/8 LAP 1
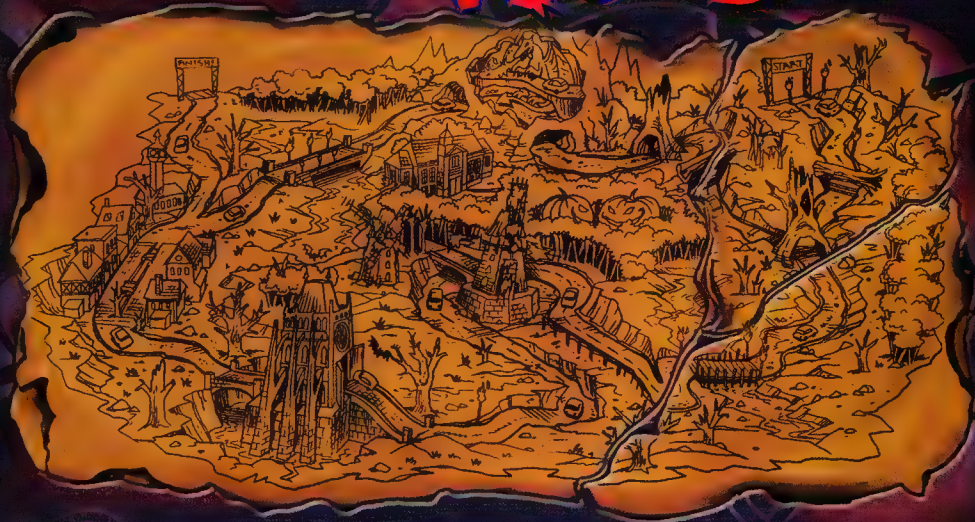
Start by securing the 10 point box at the top of the hollowed out tree. You will have to hit the gas and make a run off-road just after the log overpass. Hit the ramp and angle to the right to make it into the hole.

140 01:39.42 00:34.29 1/3 8/8 LAP 1

The next points are to be found at the cathedral. In this first lap, shoot down the gully and hit the nitro box to launch your Beetle straight up toward the huge glass window at the top of the tower. Break in to nail the 10 point box inside. You only have one shot at it, as you can't make the jump without the nitro box. Break through either the right or left window at the end of this room and drop down to the main road below.

46 02:15.52 00:47.35 1/3 8/8 LAP 1

The next points can be found in town, as the road breaks off into two paths, angle behind the trees in the middle and drop down to the culvert below. There are a 2 point and a 5 point box down here (for a running total of 27 points).

39 02:34.73 1/3 8/8 LAP 1

Just after you head up out of the culvert and out of town, take the path to the left.

Run into the Nitro box, then angle to hit the 10 pointer as you leap off of the cliff.

Now, get back on the main road and head toward the haunted house. Here, you can choose to either head through the house, or through the tunnel on the right.

For lap 1, let's head through the house. Break through the doors and head up the right staircase. Slow down at the top and drop off the right side. There is a 10 point box here (running total: 47 points).

Now, break through the windows at the back of the house and drop to the road below. Immediately, to the right and behind some trees, is a hidden tunnel.

Go through the tunnel to find a 10 point box protected by a fire-breathing dragon.

When you exit the tunnel, be prepared to follow the rock wall on your right, hitting the 5 point box (running total: 62 points) and maintaining your speed so that you can clear the road to the dirt path on the other side. This begins lap 2.

You will find two 2 point boxes on the dirt path, followed by a jump (make sure you are traveling at a decent speed) across the main road. Next is a 5 point box on the hollowed-out log bridge (running total: 71 points).

Now, for a trip through Fantasyland. Although it looks really cool in this area, there are no boxes to worry about.

But, once you head through the windmill, you will need to angle to the right to land in the next area.

This flat rock surface offers seven 2 point boxes, for a total of 14 points, before it joins up with the main road, just before the cathedral (running total: 85 points).

The next points are to be found at the cathedral. In this second lap, simply follow the main path through the door and ease off the gas as you launch through the air — securing the 5 pointer.

In this lap, don't bother with the culvert in town, simply drive the main road, same thing goes for that left path that we took after town in lap 1 — stay on the main road. To the right, just after the stone bridge that you will cross by staying on the main road, is a tunnel.

It is a small shortcut that will lead you to the next tunnel — the one that we passed by to the right of the haunted mansion in lap 1.

This leads to a dungeon area, complete with moaning prisoners — and five 2 point boxes, for a total of 10 points. That's it... you should have all 100 points! Now, hit the gas and concentrate on finishing in first place.

Disney · PIXAR
a bug's life

ANTHILL — LEVEL 1

1
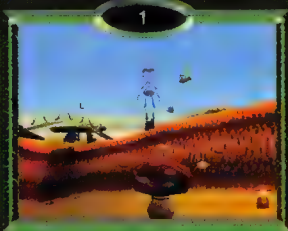
We begin by heading toward the short cliff wall on our right. Activate the seed, changing it into a mushroom, and jump up to the next level.

2
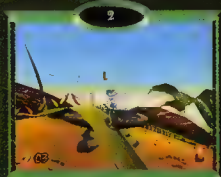
Now, head toward the big leaf and climb onto it. Jump up to get the 'L'.

THE WALK-THROUGH

3
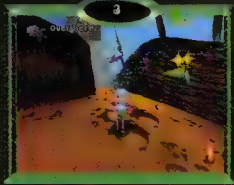
Return to the start area and head through the gap in the rocks, marked by the Dewdrop Telescope.

4
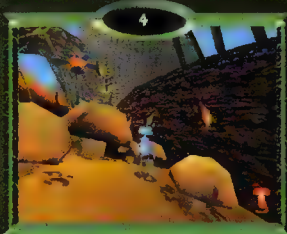
On the right side, at the root of the big tree, is the letter 'F' — on top of a white mushroom.

5
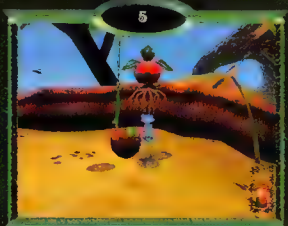
To the left of the mushroom is a health/bomb producing seed. Throw it to destroy it, then pickup the fresh seed and place it next to the cliff wall. Jump up and over.

6
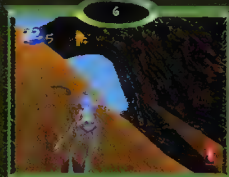
At the top is the letter 'I' — under a small tree root tucked in the back right corner of the area.

7
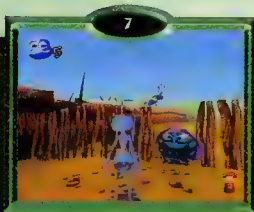
Return to the white mushroom area and butt bounce the Armor Plated Beetle guarding the fence opening and head into the next area. Nail the next Beetle and proceed into the next area.

8
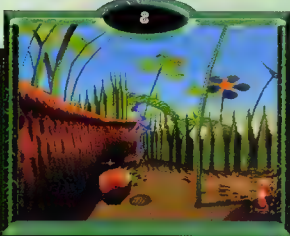
On the left side, in the far corner is a seed that is producing health leaves and bombs. Pick it up, throw it to destroy it, then pickup the new seed and drop it near the cliff wall. Change it into a mushroom and bounce up and over.

9

You will land in front of a rock. The rock has the letter 'K' resting on top of it. You've got all four and qualify for the level's Silver Challenge... congratulations!

TUNNELS   LEVEL 2

1
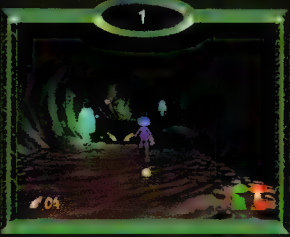
Things start to get a little more difficult in the Tunnels. There are a number of gates that will only open once you have acquired enough grain. So, what we will do is head straight down the main corridor and collect all of the grain that we can. Then, instead of heading through the level exit at the end, we will work our way back and investigate the areas behind the gates.

2
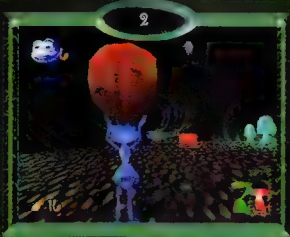
At the midway point along the main path, Flik will come to an open area with deep crevices in the floor. You will have to pickup and throw the mushroom seed across the room if you want to get the Super Berry hanging in the air. (Although there is already a seed under it, you need two; one for a mushroom and one for a leaf.)

3
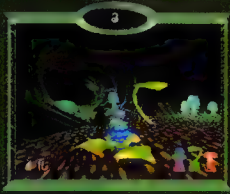
Now, turn one of the seeds into a Super Berry producer and collect the berry. You will be well-armed for the battles ahead...

4
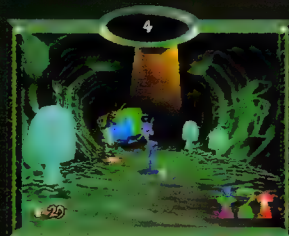
You will need them. Almost immediately, Grasshoppers will begin appearing and the red berries won't work on them.

5
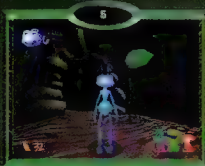
By the time you work your way past the 'hoppers and reach the level exit, you will have acquired 32 grain; enough to open any of the gates. Let's work our way back and find F-L-I-K.

6
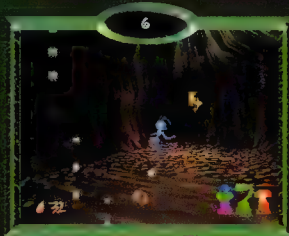
The first gate is a 30-grainer on the left. It features the letter 'K' at its dead-end.
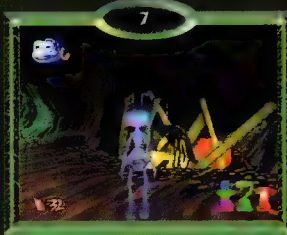
Head back out to the main tunnel and continue back toward the beginning of the level. The next gate is a 10-grainer on the right side. It only has grain, so we needn't bother.
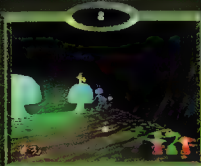
The next gate is a 30-grainer on the left side. It features the letter 'I' at its end.
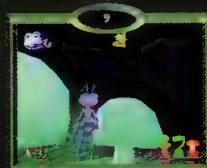
Back in the main tunnel, continue toward the level start. The next gate will require 20 grain, on the right side of the tunnel, with the letter 'L' behind it... thank you very much!
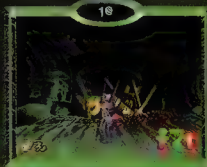
At this point, you will arrive back at the midway point — with all of the deep crevices in the floor. Continue toward the start point and you will come to a 20 grain gate on the left.

Once you start heading down this tunnel, you will come to a 10 grain gate on the left — ignore it and keep going straight.
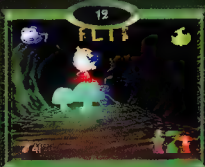
Eventually you will come to another 10 grainer on the right. The letter 'F' is behind it. Head back out, take a right and go to the main tunnel and find the level exit — we're out of here!

COUNCIL CHAMBER — LEVEL 3
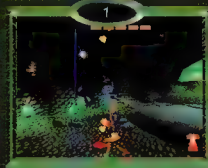
This is the game's first boss level. All four letters are in the open arena — ripe for the picking. The only catch is that you have to grab them before you finish beating up Thumper. Begin by jumping on the stationary seed and ride the wind to the Super Berry (you have to get it to defeat Thumper).
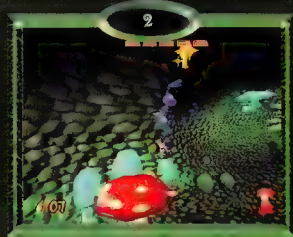
Next, toss the movable seed under the letter 'I' and nab it and do the same for the letter 'L'.
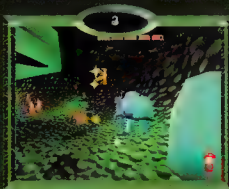
'K' is resting along the right side of the room, on top of a small group of neon mushrooms.
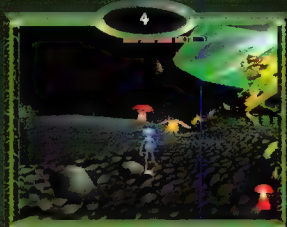
'F' is floating atop Thumper's pad, under the giant mushroom. You are going to have to be quick in getting the seed under it, as Thumper will be on your tail.

Beat Thumper and complete the level... that wasn't so hard, was it?

CLIFFSIDE — LEVEL 4
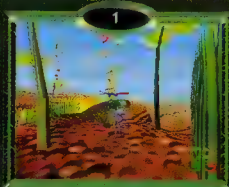
The main part of this level consists of a dandelion flight. Before we begin that, we must snag the letter 'F'. In order to do this, Flik will need to turn the two changeable seeds into Propeller Plants.
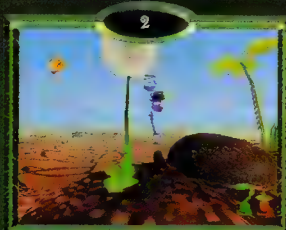
Then, you must activate the stationary Dandelion Plant and snag a Dandelion.
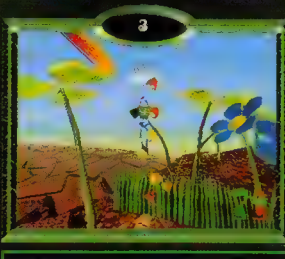
Ride it to the right and catch the air from the first Propeller Plant (next to the rock).
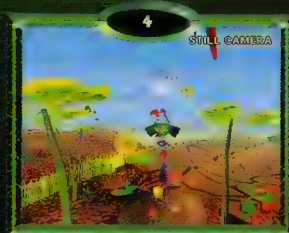
Ride it until you can aim Flik toward the next Propeller Plant (close to the 'F') and swing the camera behind him.

Then, take off and go right toward the second propeller plant. Do not hesitate as you go through its current. If you do, you will not have the height needed to grab the 'F'.
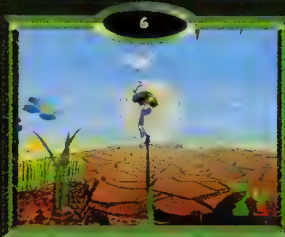
Now, snag another Dandelion and float off of the cliff.
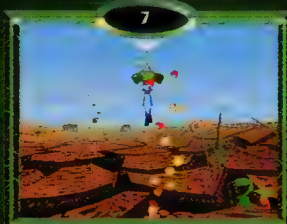
Catch air form the Propeller Plants that rest on the canyon floor.
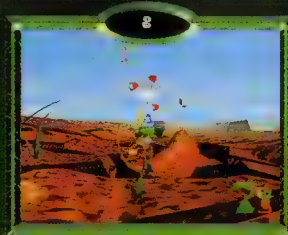
Between the fifth and sixth PP is the letter 'L'.
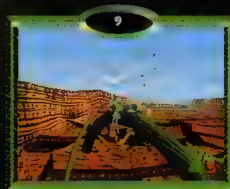
Ride to the canyon floor and get off at the thorn vine.

10
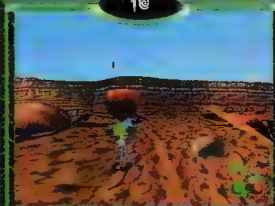
On the right side is the letter 'I', hanging in the air. Snag one of the PP's and chuck it. Take the regenerated seed and place it under the 'I'. Fly up to snag it.

11
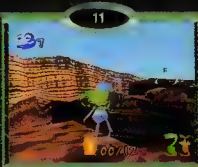
Now, find the letter 'K' across the chasm in the canyon floor.

12
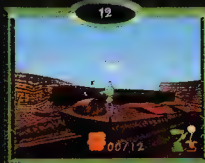
Pickup that PP seed and put it at the edge of the cliff. Turn it into a Dandelion Plant and fly over to grab the 'K'.

13
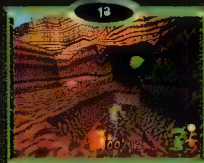
Now, drop into the hole and make your way to the level exit.

RIVERBED CANYON — LEVEL 5

1
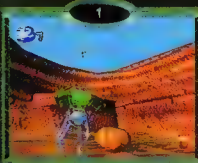
Things start getting a little trickier in the canyon. Make sure to pay attention to the different colored checkpoints, as we will refer back to them as you move back and forth through the level, looking for seeds and power-ups. Begin by snagging the nearest movable seed and returning to this start area. The letter 'F' is right behind where Flik enters the level.

2
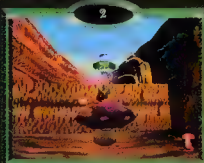
Now, return to the first 'T' intersection and take a left. Grab the seed along the way and use it to vault over the wall at the end of the path, to the next area.

3
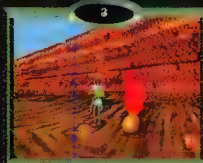
The next 'T' intersection is marked by a checkpoint. Run over it to release its red smoke. Then, take the path to the left. Remember this checkpoint... we will need to come back to it (to get the 'L') later.

4
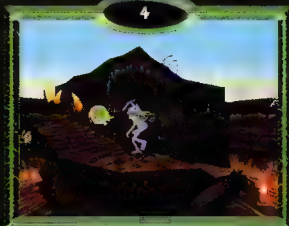
You will arrive at an open area with a large, ramped plateau in the center of it. While the top of this path features the 'L' hanging in mid-air, it is too high for Flik to reach at this point in time. We do, however, need the green power-up on the ramp. Snag it and return to the red checkpoint.

5
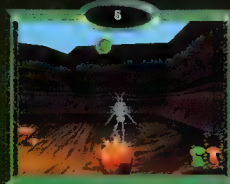
Cross the intersection, then snag the first seed you come across. Use it to nab the green power-up hanging in the air.

6
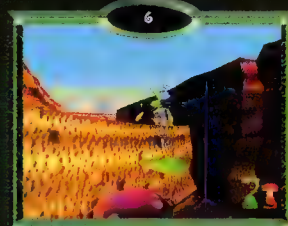
Pick up the seed and use it, in combination with the seed already present, at the high wall that you come to, at the end of this (right) path.

7
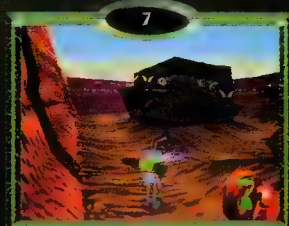
Next, we will come to the green checkpoint, with a high wall on the left (and a seed). Continue working your way around this path and you will come to an open area with a large, ramped plateau in the middle of it. Snag the green power-up hanging over the Beetle's head.

8
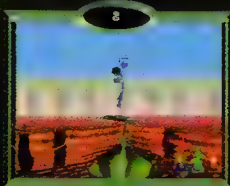
You should now be able to make a tall enough green plant to get the 'L'. Go back to the red checkpoint, to the original plateau area (picking up a seed along the way), and plant the seed at the top — creating a tall green plant to snag the elusive letter.

9
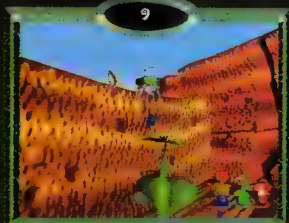
Now, return to the green checkpoint and activate the seed to get up and over the wall.

10
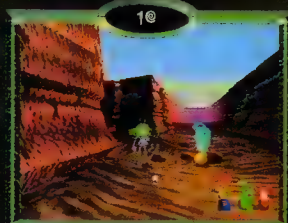
Continue on and you will arrive at the blue checkpoint.

11
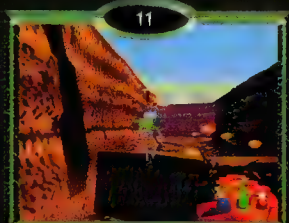
Continue forward, past the blue checkpoint and jump over the left side of the short wall, dead-ahead.

12
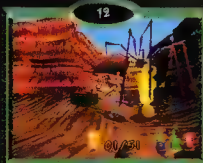
You will pass the grain harvester as you head toward the third open area plateau. It features the letter 'I' hovering above it. But, we must be content to simply pickup the green power-up — it's too high to reach.

13
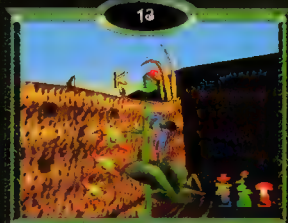
Now, head around the corner and find the yellow checkpoint. Just beyond it is a high wall with the letter 'K' above it and a seed in front of it. Use your fully powered-up green seed to get up and over and snag the 'K'.

BIRDNEST LEVEL 6

14
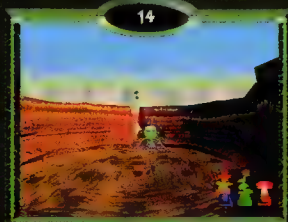
In the next area, you will find the end of level exit and a yellow power-up floating in the air (you can now make a Propeller Plant)...we need it. Use the green plant to snag it, then return to the 'I' plateau (make sure to take two seeds with you).

15
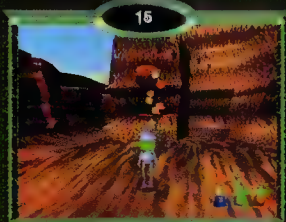
Now, create a Propeller Plant and launch the second seed up to the top of the plateau. Use this seed to snag the letter 'I', then hit the level exit.

1
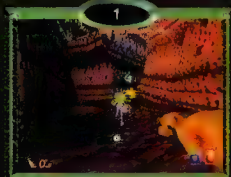
In order for Flik to get to the top plateau in this area, he must negotiate a number of ramps and jump off the edges to the following ramps. To do this, he must first collect all of the blue power-ups on the ground level, then find the seed and change it blue.
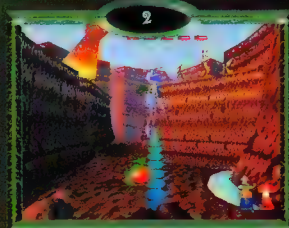
2 — The new plant will generate a Super Jump icon. Pick it up and your jumps will be higher and longer.
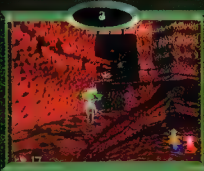
3 — Now, find the lowest ramp and begin the climb. After the first ramp jump, you will find a mosquito protecting a small alcove in the cliff wall. he is guarding the letter 'L'.
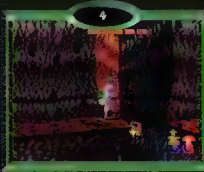
4 — When you see the next alcove mosquito, swing the camera around and find the letter 'F' in the gap between ramps. Drop down to snag it, then get back on the ramps and work your way back to this point.

5 — The next mosquito is protecting a Super Berry. The fourth one stands watch over the letter 'I'.

CITY ENTRANCE — LEVEL 7

6 — Now, we're going to make use of that Super jump. The bird should be shootable at this point, but don't nail him until you get the letter 'K', as scaring him will end the level and you won't get your silver coin. Instead, swing the camera around and spy the 'K'. Two Super Jumps and you'll have the 'K'.
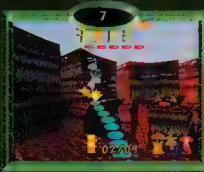
7 — To drive Birdy away; simply collect all of the yellow icons and jump to the upper plateau with the seed on it.

8 — If you have all of the gold, you will be able to activate a gun that shoots berries straight up. This will bring the bird down toward you, and you can use the gold berries to quickly finish him off.
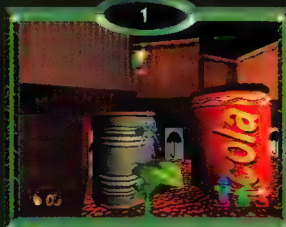
1 — This part of the city is marked by a number of zones; each with its own checkpoint. In this first zone, you must collect all of the green power-ups to be able to climb on top of the garbage and get past the poisonous green goo that separates Flik from the next area.
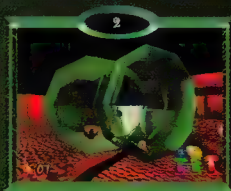
2 — In order to get all four green power-ups, you will need to locate the only movable seed in this area and position it as required to reach higher locations. The seed can be found inside the green glass bottle.
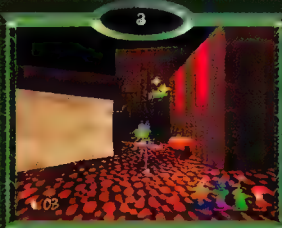
3 — Once you have all of the green power-ups, hit the red checkpoint and follow the arrow signs to a box with two red stripes on the side (make sure you carry the movable seed with you). Use the green plant to climb up to the top of the box.
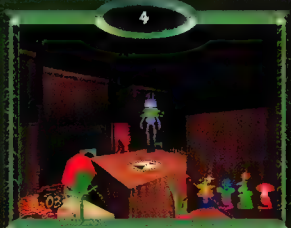
4 — From this box, run and jump to the box with a drawing of a martini glass on its top. From here, drop in front of the 10 grain gate. If you haven't yet discovered it, the enemies will drop grain when you kill them (only the first time), so take care of them if you're short on grain.

Now, carry the seed over to the corner that is the home of the letter 'F' and take care of business.

Follow the arrow signs and carefully negotiate the poisonous green stuff. There is a yellow checkpoint on the other side of it.
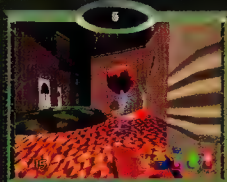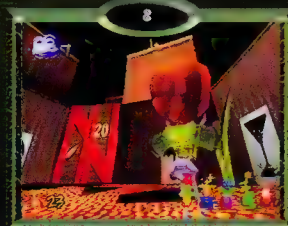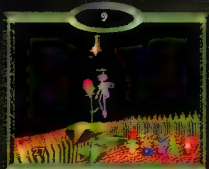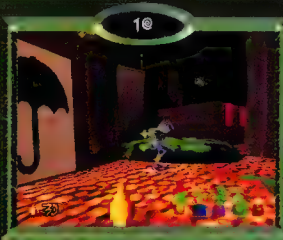

After opening the gate, you will trip the purple checkpoint and enter the second area of the level. Locate the movable seed in this area, next to the poisonous green stuff that protects the entrance to the next area.

Go through the 20 gate (taking the seed with you) and hit the blue checkpoint. Just past the checkpoint, in an open area, you will find the letter 'I'. Use the seed and snag it.

Now, make yourself a little invincibility soup and cross the green stuff into the next area.

Once again, snag the seed and carry it across the next area with green poison on the ground. Right in front of the 20 grain gates is the letter 'L'.

CITY SQUARE   LEVEL 8

The City Square can be a confusing place. There are a number of checkpoints and Flik must find his different circus buddies to beat the level. Getting the F-L-I-K letters is also on the difficult side, as Flik must first gather all of the blue power-ups in order to get the plant to produce the Super Jump. Once Flik has the SJ ability, just pay attention to the checkpoints and the road signs that tell you where his buddies are. Remember: none of the seeds are movable on this level, so the Super Jump is an absolute must.

Follow the arrows to the 30 grain gate and go through, taking a seed with you. On the other side, you will find your buddies, but not before you nab the letter 'K'.
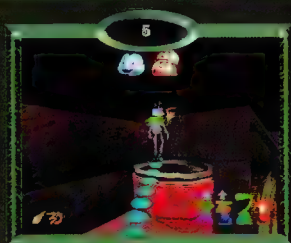

Begin by collecting the green and blue power-ups that are immediately in front of you as you start the level. A couple of them are resting on the tops of tin cans.
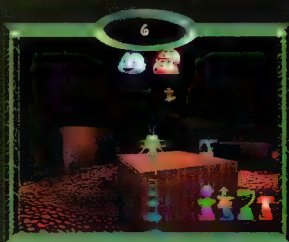
3
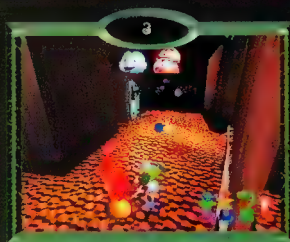
Just past the red checkpoint is another blue powerup.

4
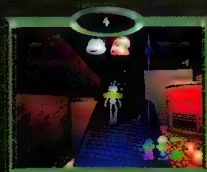
Look for playing cards. They are usually ramps up to the tops of boxes and cans... they also lead to blue power-ups.

5

The letter 'F' is on top of a tin can, next to the green checkpoint.

6

The letter 'L' is also by the green checkpoint, floating high above a box.
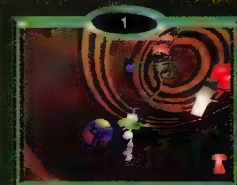

7

The letter 'I' is atop an umbrella box, around the corner from the purple checkpoint.

8

STILL CAMERA

Finally, the letter 'K' can be found next to the red checkpoint, between two boxes.

BUG BAR · LEVEL 9

1

In the Bug Bar, you must defeat the second boss, Thud. Before beating him, however, there is a little business we need to take care of.

2

The F-L-I-K letters can be had by making use of the blue rubber ball. Follow the ball as it you push it across the tin can and time your jumps to snag the letters.

3
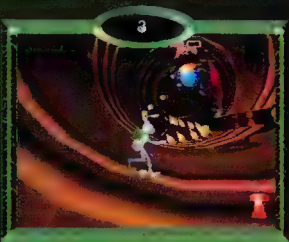
Every time you hit Thud, he will release grain and health leaves. If you are taking damage from the floating garbage, simply hit him and get your health back up.
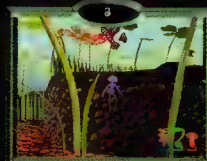
1

The goal in this level is to find the five parts that complete the mechanical bird. In order to get the F-L-I-K letters, you are going to need to grow the mushroom plant into a canon launcher. So, we must begin by snagging all of the yellow power-ups.


2
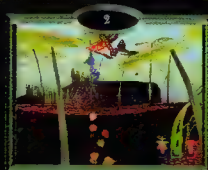
Next to the green checkpoint is an imbedded seed that turns into a propeller plant. Ride it up to the next plateau.


3

When you arrive here, one of the strangest things in the game occurs; there is no seed to allow you to get up to the next plateau, nor do you have the ability to throw one up here. What do you do? Double jump up the wall and bounce on the beetle to snag the yellow power-up. A glitch? We may never know!

4

Defeat Thud and it's on to level 10!

4

Now, over by the blue checkpoint is a cliff wall with a rock next to it (to the right of the plateau that has the harvester sitting atop of it). You should now have a propeller plant available to you. Throw a seed onto the rock and then use the propeller plant to fly to the highest plateau, between the harvester plateau and the one directly above the rock.


5
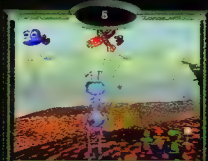
To get the last yellow power-up and create the cannon, find the green checkpoint. Once you've located it, look around and find the yellow power-up floating in the sky above the level start.

6
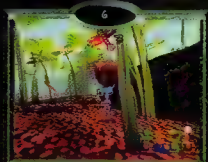
Now, go toward the huge plateau in the center of this upper area and snag a seed.
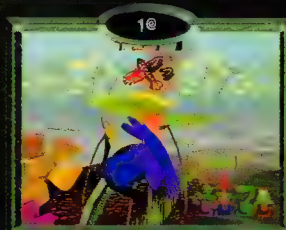

7

Bring it back to the edge of the cliff, next to the yellow power-up. Create a dandelion and ride it to snag the token. You now have the ability to change seeds into cannons and launch Flik high into the air.

8
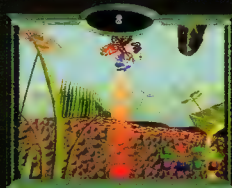
To the letters; the 'F' is at the beginning of the level.

9

The 'L' is up on the plateau where you had to do the funky wall jumping thing (you'll have to shoot up to it from below).
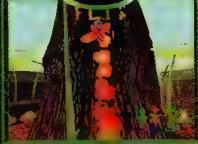

1@

Remember that highest plateau, next to the harvester by the blue checkpoint? It is where you'll find the letter 'I'.
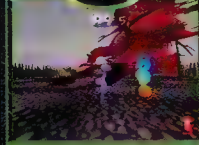
The 'K' is next to the blue checkpoint, above a rock.

Now, return to the giant plateau, snag a seed and use the cannon. Drop the seed right next to the plateau and it will shoot you up to the most elusive of the five bird pieces and, assuming you found the other four, the level's end.

THE TREE — LEVEL 11

In this level, Flik must make his way up and around the large tree and find five Blueberry Scouts. These scouts are located on tree branches that run perpendicular to the tree's trunk. Let's get started. The ramp up at the base of the tree is located next to the blue checkpoint.

The first scout is on a branch just after you swing across the first vine you come to.
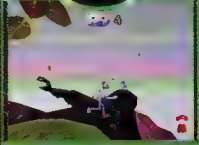
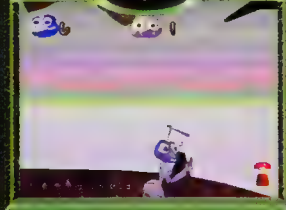The second scout and the letter 'F' are on the next big branch.

The letter 'I' is on a branch next to the Super Berry floating in the air. You will find scout #3 here, as well.
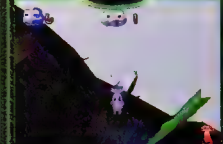

Scout #4 can be found just after the next spider web.

Just after you swing on the next web, stop and look below for a low hanging branch. Drop down to it (line yourself up on the leaf) to find the letter 'L', then work your way back to this point.
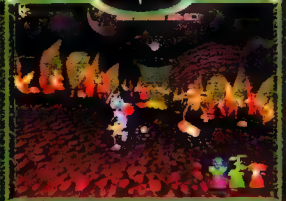

As you approach the back-to-back green vines, drop off into the recess at the first one, then line Flik up with the tree branch way below. The letter 'K' is on this thin branch. Return to this point.

It's two more vines to the last of the Blueberry Scouts and the end of the level.

BATTLE ARENA — LEVEL 12

The Battle Arena is the third boss level and, like the first two, the F-L-I-K letters are all hanging in the sky and are easily accessible. Of course, Molt is hot on your tail, so you are going to have to deal with him at the same time you are moving seeds.

The first order of business is to collect power-ups. You need to produce a Super Berry as soon as possible. Red berries don't work on Molt and your friends, thinking they are helping, are chucking red berries at you. every time a red berry hits Flik, he will lose his powered-up berry and have to generate another one.
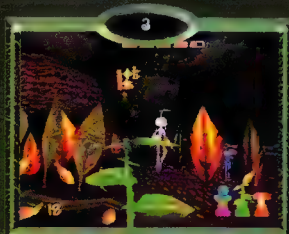
Keep Molt at bay while you move your seed around and collect the letters. All four of them are in this central arena area.
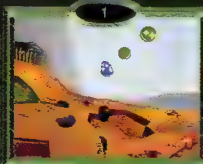

A good strategy is to quickly move under a letter, drop the seed, run away, take a couple of shots at Molt, then return to the seed to collect the letter.

ANTHILL, PART 2 — LEVEL 13

As with the other bosses, make sure you collect all the letters BEFORE defeating Molt. Once you beat him, the level is over and you're out to the save game screen.


The key to this level is to create a berry shooting plant, as Flik only has the ability to chuck red berries on this level, and grasshoppers are not affected by red berries. In order to make this plant, you must first collect enough green power-ups to grow a vine capable of reaching them.

Once you've collected the purple power-up that creates the Berry Shooter, find the blue checkpoint and change the fixed seed next to it to a Berry Shooter. It will shoot down a grasshopper that is carrying a seed. This seed is moveable and you can use it to snag the letter 'F' — also in this area.
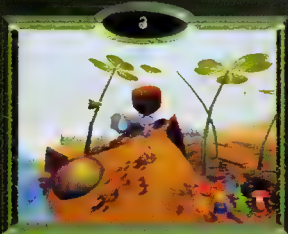
Now, take the seed and head up the hill. Plant it under the letter 'L' and snag it.
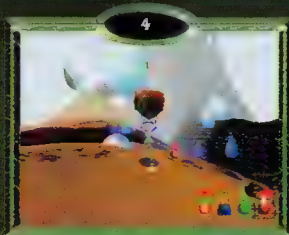
The letter 'I' is right next to the red checkpoint, with a grasshopper guarding it (the Berry Shooter should take care of him).

Finally, you'll find the letter 'K' close to the green checkpoint.

We have a few things to do before we rescue Atta and beat the level. We must first find the big rock on the cliff. This is where Hopper is flying around with Atta. There is a power-up that we need (make sure you take the seed with you). It will allow you to create a Super Jump.
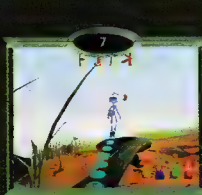

Now, take the seed and head over to the blue checkpoint. To the left of the checkpoint is a short cliff wall that Flik can easily jump up on. There is another seed carrying grasshopper up there. Get up on the rock and use the Super Jump to snag the yellow power-up.


Now, you'll have a Propeller Plant available to you. You'll also notice that none of your Berry Shooters can bring down this second flying grasshopper and get his seed. Here's what to do: make a Propeller Plant along the short cliff wall, then throw your moveable seed up into its draft. The PP will launch it up to the level with the rock and the seed carrying grasshopper.

Now, turn that seed into a Berry Shooter and take the second moveable seed when he drops it.
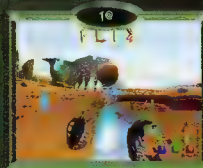
OK, now we are going to take both seeds over to the area by the purple checkpoint. There are two yellow power-ups that we need to get Atta back.
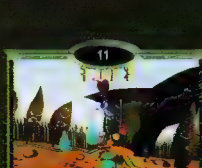
Use the Propeller/seed method to launch a seed up onto the large leaf that sports the first of the two yellow power-ups floating above it.

Use the same technique right next to the purple checkpoint, at the big tree root and snag the second (if you need to — you may already have collected enough yellow power-ups to create the Homing Berry Canon).


Now, you have the ability to create a plant that spews Homing Berries. Take a seed up to the rock where Hopper is holding Atta captive and let the berries fly — level 13 complete!
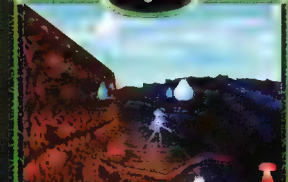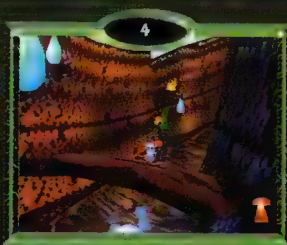
RIVERBED FLIGHT — LEVEL 14

This level is a quicky and there isn't a whole lot of strategy to it. Flik and Atta are trying to escape from Hopper. Atta is carrying Flik as she tries to fly away from the bad guy. All of the grain is lying on the ground.
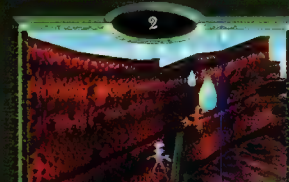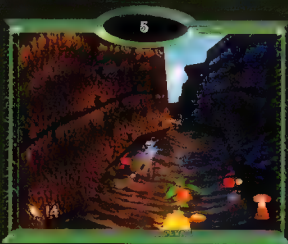

And the F-L-I-K letters are in the air.

By repeatedly hitting the 'A' button, You will make Atta gain altitude, but she will slow down.

There are a number of branching paths before you get to the end of level. Take all of them to snag the four letters...


The trick to all of this is shooting berries at low flying and ground-based enemies, slowing down when you need to and, at the same time, avoiding getting hit by Hopper. Occasionally, you will come across a health spewing plant, but you can't hang around too long. Try to get the temporary invincibility that it shoots out.
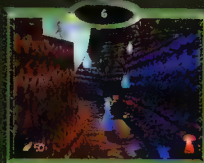

Snag all of the letters and hit the exit — it's time for the final battle!

LEVEL 15   CANYON SHOWDOWN
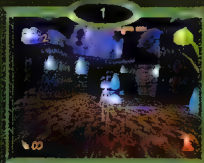
There are three separate zones in the final level. Each one requires that you get Hopper's health meter knocked down a notch before a blocked passage will open up and you will be able to move on. Each zone also contains a moveable seed. Beginning with zone 1, you will be able to make a Propeller Plant and move it around to get grain, letters and access to higher areas (where you will battle Hopper).
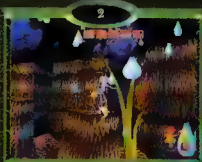
In this first zone, you will find the letters 'F' and 'I', and the Super Berry (you will need it to do any damage to Hopper). Look for pictures of bones on the rock walls — they mark the center of activity.
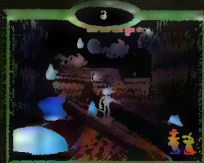

Once you pound on Hopper a little bit, the wood-blocked passage at the end of this area will open up, allowing passage into the next.
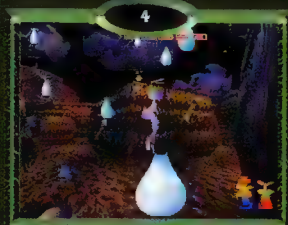
In this second area, look for the bones and you will find a seed and the letter 'K'.

You will fight Hopper from the tops of all the plateaus in this area. Use your seed and move it toward the line of trees on the mountain in the distance. He will attack you near the blue checkpoint.
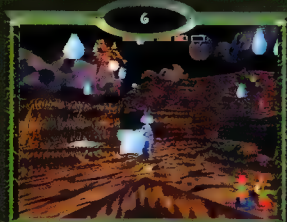
Then, he will attack near the green checkpoint; take your seed so you can fight him from a plateau.


Once you beat him back a couple of times, it's on to the third area. Climb up the rock steps in this area and snag the letter 'I'. The bird is at the top of these steps; keep firing at Hopper and, eventually, you will lead him to his doom and the end of the game. That's it! You've collected all of the F-L-I-K letters and opened up all of the Silver Challenges. Congratulations!

INFOGRAMES'
KLUSTAR
DEVELOPED BY REBELLION

Infogrames, with the help of developer Rebellion, have added Klustar to their growing lineup of Game Boy Color titles. Klustar is a new puzzle game in the tradition of Tetris, with different shaped pieces falling from the sky. The object in Klustar is to prevent the Klustar from growing so large that it fills the screen, by getting square matrices of blocks. When you do get a matrix, the blocks will disappear and the Klustar

will collapse inwards.The difference here (and it's just one of many differences) is that the pieces can come from any of the four sides of the screen! As you attach puzzle pieces to your Klustar, you can rotate it in any of the four directions in order to make the piece fit in the best possible location. In the options menu, you can select from which direction the pieces will come, or you can make it random so that you'll never know where they're coming from, and then you'll have to continually rotate the Klustar! If you're losing ground to the pieces, and your Klustar is becoming unshapely, it will become so big that you won't be able to rotate it anymore, thus signaling that the end is near! Klustar is an interesting twist on the Tetris theme, and puzzle fans of this type will want to give Klustar a try.
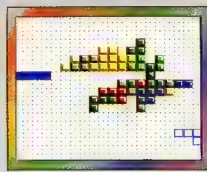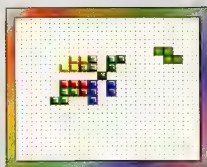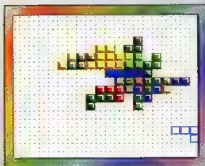
MIDWAY'S
KLAX
DEVELOPED BY DIGITAL ECLIPSE

As Midway continues to bring out their Arcade Hits games to the Game Boy Color, game players of all generations are enjoying terrific playing classics in the palm of their hands. First their was Defender/Joust & Moon Patrol/Spy Hunter, now Midway has released the arcade puzzle game classic, Klax. Like most puzzle games, the idea is simple; collect tiles on your paddle as they come down the conveyer belt (you can hold up to five tiles at a time). Drop the tiles into the wells below and connect them with tiles of the same color to earn points.Tiles can be matched horizontally, vertically, or diagonally, and they move down the conveyer belt which has five lanes. If you don't catch a tile it will drop, and then the "Drop Meter" records the drop with an indication light. When all the lights are lit, the game is over. The well can hold up to 25 tiles (5x5), so you always need to be aware of where you are going with your next tile. Also, there are 100 levels in Klax, with each one requiring a certain task to be completed before moving on to the next level (either point based or number of Klaxes required). There are various gameplay styles that help mix things up, such as Klax Wave, Diagonal Wave, and Point Wave. Klax has stood the test of time so far, and making the transition to the super-small screen should be no problem. Klax fans rejoice!
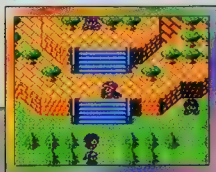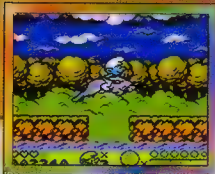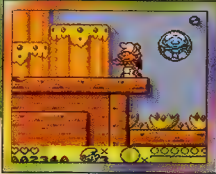
ATLUS'
REVELATIONS
DEVELOPED BY ATLUS

RPG's on the Game Boy are few and far between. When we heard Atlus was "revving" up to release their first Color Game Boy game, which would be a unique RPG entitled Revelations: The Demon Slayer, we went all gonzos and begged and pleaded for some advance screen shots. Being the ultra-cool gamers that they are, Atlus had no problem sending us these four shots to whet our appetites for mini-RPG action. The good news is there's nothing new about the game itself. Revelations is a full-blown RPG of the sort you'd expect to play on your SNES (but not quite N64 caliber). Revelations is a classic tale of monsters and magic, featuring the never tiring story of a young apprentice learning the art of magic and combat, until one day, an evil darkness covers the land. That's when strange creatures start to appear and all the trouble starts. One of the unique things about Revelations is that creatures you come across can be "talked into" joining your forces. If, or when they do, you can then fuse them with other creatures to create a new, more powerful one. When you think you have a truly "killer" creature, you can link up two Game Boys and pit your creature up with a friend's in a special two player VS mode. With over 20 hours of gameplay, Revelations is looking to be a nice start for Atlus.

THE SMURF'S NIGHTMARE

DEVELOPED BY INFOGRAMES

It was a good thing Hefty Smurf was out smurfing in the woods, otherwise there would be nobody around to save the entire Smurf Village. You see, the evil Gargamel cast a wicked spell over the village, causing all of the Smurfs to be trapped in their worst nightmares! Luckily, Hefty Smurf finds a magic potion in Papa Smurfs laboratory, and he can safely enter into the dreams of the other Smurfs. And, so, your quest to save the Smurfs begins! The Smurfs Nightmare contains six detailed levels, and many bonus stages. The object is to get through each stage, completing the required tasks, and then restoring your health or obtaining extra lives through the bonus rounds. The levels are filled with different items to collect, like Raspberry Juice Flasks that increase your energy by a point, big hearts that add one heart permanently to your energy bar, Nettle Juice that makes you invincible for a few seconds, and many other items. One item you won't want to pass by are the Sarsaparilla Leaves — collect 40 of these and you get to go to the bonus stage at the end of the level! To help you find all of the leaves, you will be able to make your Hefty Smurf walk, jump, swim, duck, push, fly in a soap bubble, and even fly with wings. Infogrames continues to produce some of the more innovative Game Boy Color titles, and The Smurfs Nightmare is another example. Smurf fans will certainly want to check it out, but even non-fans of the blue characters will have fun with this game.
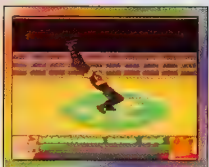

ACCLAIM'S
WWF ATTITUDE

DEVELOPED BY CRAWFISH INTERACTIVE

Just when you thought you had seen it all, Acclaim has brought their WWF series of games to the small screen. And, not only does WWF Attitude share many of the features of its N64 big brother, but it does it all with only two buttons (ok, three, 'cause you gotta use the select button for special moves)!

There are seven different modes of gameplay in Attitude; Challenge (work your way from the bottom and take on all challengers to get to the WWF Championship), Career Mode (as they say "it ain't work for a clerk, jerk", and they're correct — fight EVERY fighter on your way to the top), King of the Ring (8 fighters, one belt — wrestle until you lose), Vs (a one match event battling anyone you desire), Tag Team (you know what to do), Cage Match (Yes! If you try to leave too soon, your opponent can rattle the cage and watch you drop like a rock — you smell what I'm cookin'?), and Training Mode (learn before you talk).

There are 20 wrestlers in WWF Attitude, including Stone Cold, the Rock, Undertaker, Triple H, Val Venis, and Sable. Each character has his/her own finishing move, so you can expect to see The Money Shot, The Tombstone Piledriver, the Implant DDT, and the Mandible Claw. For WWF fans, and owners of the Game Boy Color, it just doesn't get any better than WWF Attitude.

ACCLAIM'S
ALL STAR BASEBALL 2000

DEVELOPED BY REALTIME ASSOCIATES

The first baseball game for your Game Boy Color has arrived on the scene, and it's packed full of features that are normally only found on the consoles. All Star Baseball 2000 from Acclaim represents the new wave of sports titles for the world's most popular handheld gaming system, and here's a list of reasons why. First, you can participate in season play (162, 87, 30, or 15 game length), go straight to the All Star game or the playoffs, take batting practice, play an exhibition game, or even try your hand at the Home Run Derby. Before each game you can rearrange your lineup, check the season standings, or even make changes to your fielders' positioning (standard depth in the outfield, for example). As far as gameplay is concerned, ASB 2000 plays remarkably well for the small screen. The pitcher/batter interface is the key to a successful baseball game, and ASB delivers. The pitcher can select from three different pitches, and then can elect the speed of the pitch (fast, medium, or slow). Heck, you can't even do that with ASB for the N64! Also, the pitcher can use an adjustable height scale to get even more accuracy with the selected pitch. Batting is accomplished with the simple timing mechanism, and works well. All Star Baseball 2000 is a solid gaming experience that no sports fan will want to be without — go check it out know before the season passes you by!
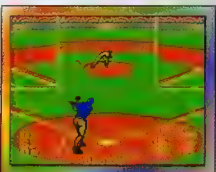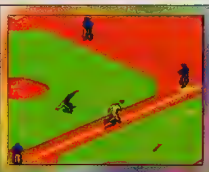
VIGILANTE 8

PASSWORDS

"A_MOON_GETAWAY"
reduced gravity

"POPULATION_OUT"
no enemies present

"LIVING_FOREVER"
no damage (invincibility)

"LONG_SLIDESHOW"
all ending movies play in sequence

"MIX_MATCH_CARS"
allows multiple players to choose
the same car, and to chose a car
belonging to enemy gang in 2P
Quest

"GANGS_UNLOCKED"
unlocks all cars except flying
saucer

"GIMME_DA_ALIEN"
unlocks the flying saucer

"LEVEL_SHORTCUT"
unlocks hidden levels

"MISSILE_ATTACK"
enhanced missile

"I_AM_TOUGH_GUY"
hardest difficulty level

"GO_REALLY_SLOW"
slow motion mode

"MAX_RESOLUTION"
ultra high-res display mode

"FIRE_NO_LIMITS"
no weapon delay while firing

"JTBT7CFD1LRMGW"
Unlock Everything

SCARS

PASSWORDS

CRYSTAL CUP
LGSSSX

DIAMOND CUP
CRKKYY

ZENITH CUP
DZPKKK

MASTER MODE
PXPRTS

SCORPION CAR
SDSSRT

COBRA CAR
TRTTLL

CHEETAH CAR
NRNNRR

PANTHER CAR
YMSTTR

ALL CARS & TRACKS
WLLVDD

ALL CARS & CUPS
GGWWOO

OPEN ALL SECRETS:

AT PLAYER SELECT SCREEN,
PRESS LEFT, UP, RIGHT, DOWN,
Z, R, DOWN, LEFT,
UP, RIGHT.

F1 WORLD GRAND PRIX

RACE ON THE HAWAII TRACK:

Enter Exhibition and then select Drivers. Cycle through the
drivers until you find the driver Williams. Select Edit Name
and change the driver's last name to VACATION. Return to
the title screen, then re-enter Exhibition and select Courses.
Cycle through the tracks until you find the bonus track-Hawaii.

CODES FOR CHEATERS

You can race on this track in Exhibition, Time Trial, and Two-Player mode.

RACE AS THE GOLD DRIVER:

Enter Exhibition and then select Drivers. Cycle through the drivers until you find the driver Williams. Select Edit Name and change the driver's last name to PYRITE. Return to the title screen, then re-enter Exhibition and select Drivers. Cycle through the drivers until you find a new one-Gold Driver. You can race as this hidden driver in Exhibition, Time Trial, and Two-Player modes.

RACE AS THE SILVER DRIVER:

Enter Exhiibiton and then select Drivers. Cycle through the drivers until you find the driver Williams. Select Edit Name and change the driver's last name to CHROME. Return to the title screen, then re-enter Exhibition and select Drivers. Cycle through the drivers until you find a new one-Silver Driver. You can race as this hidden driver in Exhibition, Time Trial, and Two player.

NASCAR 99

HIDDEN DRIVERS

At the main menu screen, highlight Single Race and press A. Enter the following codes at the Single Race menu:

RACE AS ALAN KULWICKI:

Highlight Select Track and press Right until the Bristol track appears. Highlight Select Car and quickly press Z, Z, Z, Z, Z, Z, Z, Z, R.

RACE AS BENNY PARSONS:

Highlight Select Track and press Right until the Richmond track appears. Highlight Select Car and quickly press top-C, right-C, bottom-C, left-C, Z, Z, Z, L, Z, Z.

RACE AS BOBBY ALLISON:

Highlight Select Track and press Right until the Charlotte track appears. Highlight Select Car and quickly press top-C, L, bottom-C, right-C, L, R, L, R, Z, Z.

RACE AS CALE YARBOROUGH:

Highlight Select Track and press Right until the Darlington track appears. Highlight Select Car and quickly press L, R, L, L, L, left-C, left-C, R, R, Z.

RACE AS DAVEY ALLISON:

Highlight Select Track and press Right until the Talladega track appears. Highlight Select Car and quickly press top-C, left-C, bottom-C, right-C, L, R, L, R, L, R

RACE AS RICHARD PETTY:

Highlight Select Track and press Right until the Martinsville track appears. Highlight Select Car and quickly press top-C top-C, bottom-C, bottom-C, left-C, right-C, left-C, right-C, L, R

NIGHTMARE CREATURES

ULTIMATE PASSWORD CHEAT

From the main menu, go into Enter Password. Input the following password to activate a level-select, the option to play as a monster, and invincibility: Press Left, Up, top-C, left-C, Down, Left, left-C, Up.

BUST-A-MOVE 2 ARCADE

ANOTHER WORLD

At the main menu screen that reads, "Game Start", Time Attack", and "Options", enter L button, up on D-pad, R button, and down on D-pad. This will give you access to "another world" full of new puzzles. After entering this code, a tiny character will appear in the lower right portion of the screen. Select "game start" and when you select "Puzzle Game", it will say "Another World" underneath it. Press A and you'll go to another world!

BONUS CHARACTERS

Start a new Puzzle game, and at the screen where you choose your path, press Left, Left, Up, Down, L, R, L, R, L + R. If you do it it right, a Character Select screen will appear.

EXTRA PUZZLES

For more puzzles, press A, Up, B, Down at the Title Screen.

LEVEL SKIP

While playing press: Z, R, L, and A simultaneously to skip to the next stage.

LODE RUNNER 3D

LEVEL SELECT

While in a level press Start to pause the game and hold the Z Button. While holding Z, press R, B, A, B, A, C-Up, C-Down, C-Left, C-Right, C-Up, C-Down, C-Left, C-Right. A tone will sound and the option 'Unlock Worlds' will appear. Highlight the option and turn it to "Yes" to access all of the worlds.

SNOWBOARD KIDS 2

ALL CHARACTERS, BOARDS AND LEVELS

Straight from the developers comes the code you've all been waiting for. At the Title screen press Z, B, C-Up, Down on the d-pad, Left on the stick, Right on the stick, Up on the D-Pad, R, Z, A.
NOTE: You must start a new game after entering this code. It will not work with saved games.

EXPERT MODE

To access Expert Mode, complete Story Mode successfully.

HEAD START

When Mr. Dog says "GO" at the start of a race, hit the B button and you will get a rocket start.

PLAY AS DAMIEN

To play as Damien, win the entire game in Story Mode.

SPECIAL BOARDS

First, to get the Special Boards, you need to have activated Expert Mode. Then, race on the track in Expert Mode.
Poverty Board — Beat Sunny Mountain to get the Poverty Board. While using this board you will lose money.
Feather Board — Beat Turtle Island to get the Feather Board. When you jump, it will have the same effect as is you were using wings.
Ice Board — Beat the Snowman Boss to get the Ice Board.

This board is slippery and hard to control.
Star Board — Beat Wendy's House to get the Star Board. This board is a great all-around board.
Rich Board — Beat Linda's Castle to get the Rich Board. You will gain about 5 coins a second while using the Rich Board.
Dragon Board — Beat the Dinosaur Boss to get the Dragon Board. This board comes permanently equipped with Rockets and Wings.
Ninja Board — Beat Starlight Highway to get the Ninja Board. You will always be invisible while using this board.
Charm Board — Beat Haunted House to get the Charm Board. You can't be ghosted while using it.
High-Tech Board — Beat Mecha-Damien to get the High-Tech Board. This board comes equipped with the Speed Fan.

TRIPLE PLAY 2000

CONTROL STADIUM NOISES

You can control stadium noises as you round the bases after a homer. Press C-Up for a soft horn, C-Right for a loud horn, and C-Down for a whistle.

WCW NITRO

All of these codes should be entered at the main title screen;

ALL WRESTLERS

right-c (four times), left-c (four times), R (four times), L (four times), Z (once)

EXTRA RINGS

left-c, L, right-c, R, left-c, L, right-c, R, Z
Big Heads (caused by damage) — left-c (seven times), L, Z

NBA JAM 99

Press Start during a game, then enter these codes;

AUTOMATICALLY MAKE YOUR NEXT SHOT:

L, L, C-Up, L, L, C-Up, L, L, C-Up, Z

CODES FOR CHEATERS

DUNK FROM ANYWHERE:
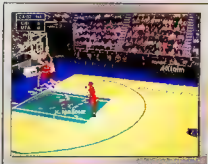L, L, C-Down, L, L, C-Down, L, L, C-Down, Z

SUPER PUSH:
L, L, Up (on D-Pad), L, L, Up (on D-Pad), L, L, Up (on D-Pad), Z

TIE THE SCORE:
L, L, Down (on D-Pad), L, L, Down (on D-Pad), L, L, Down (on D-Pad), Z

TURN TEAM ON FIRE:
L, L, Right (on D-Pad), L, L, Right (on D-Pad), L, L, Right (on D-Pad), Z

CANCEL ACTIVATED CHEATS:
L, L, Left (on D-Pad), L, L, Left (on D-Pad), L, L, Left (on D-Pad), Z

SMASH BROTHERS

PLAY AS CAPTAIN FALCON
Beat the game with any character on any difficulty level and number of lives. Then, defeat Captain Falcon. Alternatively, beat the game in under twenty minutes. Then, defeat Captain Falcon.

PLAY AS PURIN (JIGGLYPUFF)
Beat the game with Captain Falcon on any difficulty level and number of lives. Then, defeat Purin.

PLAY AS NESS FROM EARTHBOUND (MOTHER 2)
Beat the game on the normal difficulty setting and three lives. Then, defeat Ness.

PLAY AS LUIGI
Beat Bonus Game 1 "Break The Target" with the eight original characters and one bonus characters. This can be done during Bonus 1 practice. Then, defeat Luigi. If you lose the match, complete Bonus 1 again with any character for a rematch.

ITEM SWITCH MENU
Accumulate two hundred kills with any character in their total records to unlock an item switch menu. Options on this menu include toggling certain weapons and the frequency they appear. Alternatively, select versus mode, choose any character for yourself and the three CPU players. Select "Stock" mode, set the number lives to ten, and computer handicaps to five. Begin a game and win. Then, enter the options screen under versus mode to access the items switch menu.

SOUND TEST
Beat Bonus Games 1 and 2 with all characters, including the secret ones. This can be done during Bonus 1 and 2 practice.

CLASSIC MUSHROOM KINGDOM STAGE
Beat the game with all eight original characters. Then the Classic Mushroom Kingdom stage will be available under versus mode.

ALTERNATE COSTUMES
At the character selection screen, press C-Left, C-Right, C-Up, or C-Down.

CHANGE CHARACTER VIEW
At the character biography screen, hold Z and press the Analog-stick.

BORROW A LIFE
Begin a team game under versus mode. Then if you lose a life, press Start to take a life from your partner.

LOSE A POWER AS KIRBY
If you want to intentionally lose a power gained after eating another character as Kirby, press L to execute his taunt.

RAMPAGE 2: UNIVERSAL TOUR

CHARACTER PASSWORDS

Play as George
Enter "SM14N" as a password.

Play as Lizzie
Enter "S4VRS" as a password.

Play as Ralph
Enter "LVPVS" as a password.

Play as Myukus
Enter "N0T3T" as a password.

Play as alternate Myukus
Enter "B1G4L" as a password to play as a purple version of Myukus with perfect stats.
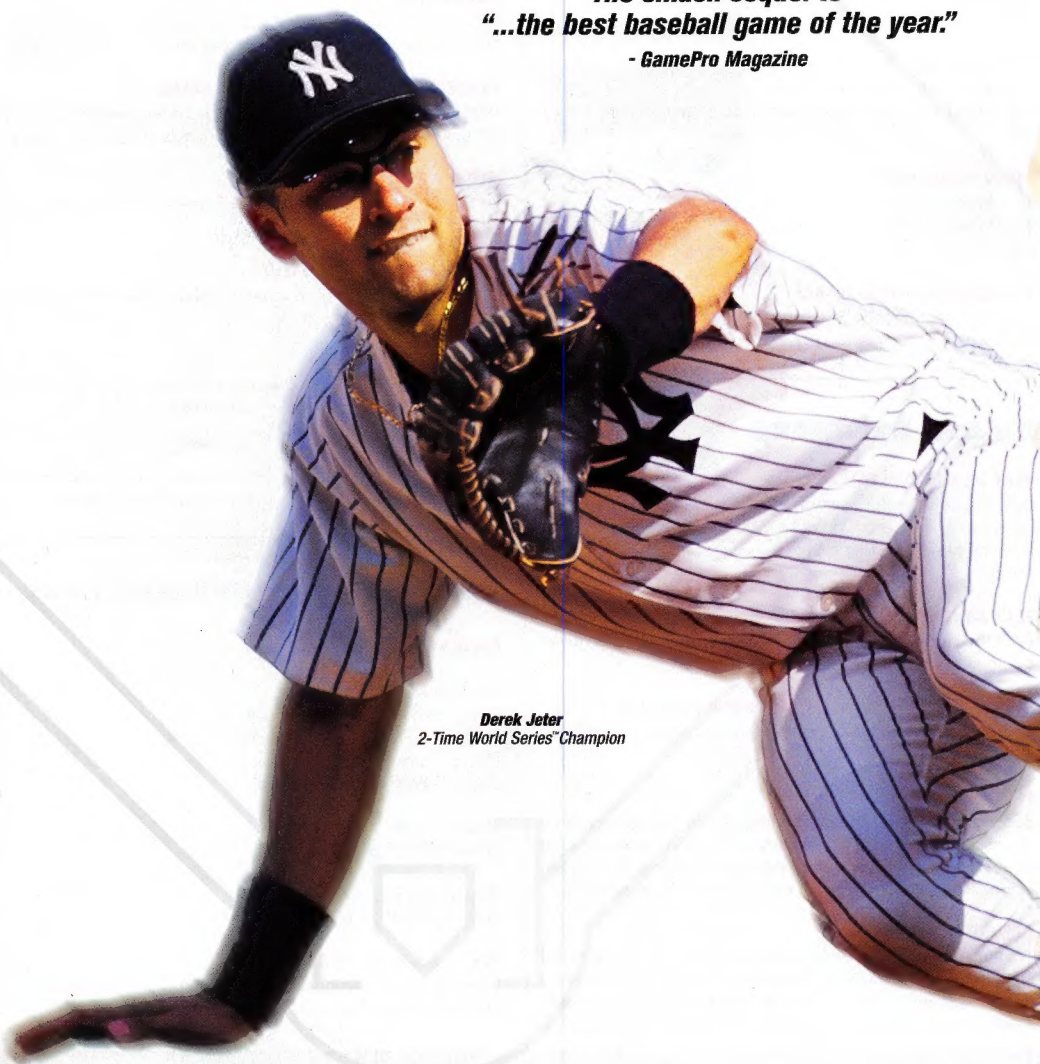
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WHAT A GAME.

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The smash sequel to
"...the best baseball game of the year."
- GamePro Magazine

Derek Jeter
2-Time World Series™ Champion

Next Generation Technology
Award-winning Hi-Rez™ graphics and 3-D sports engine

All-New Player Models
Featuring sunglasses, high socks, and alternate team jerseys

Authentic Major League™ Strategy
Scouting reports by Derek Jeter

All-New Instant Replay
Check out those close calls at the bag

Over 1500 All-New Play-by-Play Calls
The Yankees™ John Sterling and Michael Kay call the action

More Than 400 All-New Animations
Spectacular over the shoulder catches and swipe tags

Advanced Batting Control & Variable Pitch Speeds
Adjustable 3-D batting icon for total batting control

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